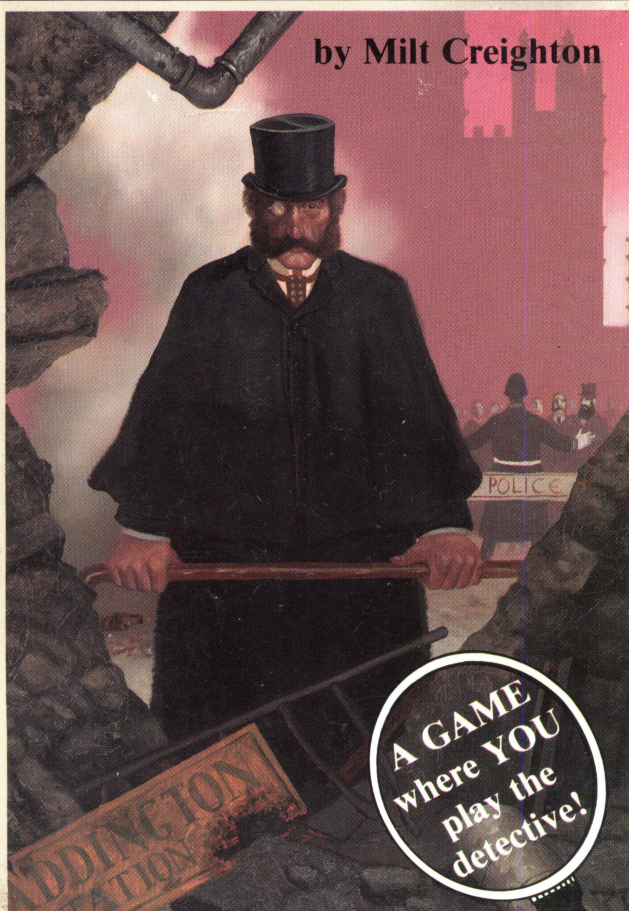


SHERLOCK HOLMES

SOLO MYSTERIES

THE DYNAMITERS

by Milt Creighton



A GAME
where YOU
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detective!

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THE GAME'S AFOOT!

Now, match wits with the world's greatest consulting detective. And have no fear — if you don't completely succeed at first, just play again! It might be wise to keep in mind Holmes' advice to Watson and all would-be detectives:

"It is an old maxim of mine," he said, "that when you have eliminated the impossible, whatever remains, however improbable, must be the truth."

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AUTHOR'S DEDICATION

For my wife, Fa, for all the love and support.

Sherlock Holmes was created by the late Sir Arthur Conan Doyle and appears in novels and stories by him.

Grateful acknowledgement is given to Dame Jean Conan Doyle for permission to use the Sherlock Holmes characters created by Sir Arthur Conan Doyle

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**SHERLOCK
HOLMES**
SOLO MYSTERIESTM

THE DYNAMITERS

by Milt Creighton

Content Editor: John David Ruemmler

Managing Editor: Kevin Barrett

Cover Art : Daniel Horne

Illustrations: BobVersandi

BERKLEY BOOKS, NEW YORK

CHARACTER RECORD

Name: **LT. S. CHARLES WATSON**

| Skill | Bonus | Equipment: |
|--|-----------|------------------------|
| Athletics | <u>+1</u> | 1) NOTEBOOK |
| Artifice | <u>+1</u> | 2) PENCIL |
| Observation | <u>+1</u> | 3) KNIFE |
| Intuition | <u>+1</u> | 4) POCKET WATCH |
| Communication | <u>+1</u> | 5) |
| Scholarship | <u>+1</u> | 6) |
| Money: <u>12</u> pence <u>8</u> shillings <u>2</u> guineas <u>6</u> pounds | | 7) |
| | | 8) |
| | | 9) |
| | | 10) |
| | | 11) |
| | | |

NOTES:

CHARACTER RECORD

Name:

Skill

Bonus

Equipment:

Athletics

1)

Artifice

2)

Observation

3)

Intuition

4)

Communication

5)

Scholarship

6)

7)

Money: _____pence

8)

_____shillings

9)

_____guineas

10)

_____pounds

11)

NOTES:

CLUE SHEET

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|----------------------------|--|
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Decisions

- ☐ 1 _____
- ☐ 2 _____
- ☐ 3 _____
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- ☐ 5 _____
- ☐ 6 _____
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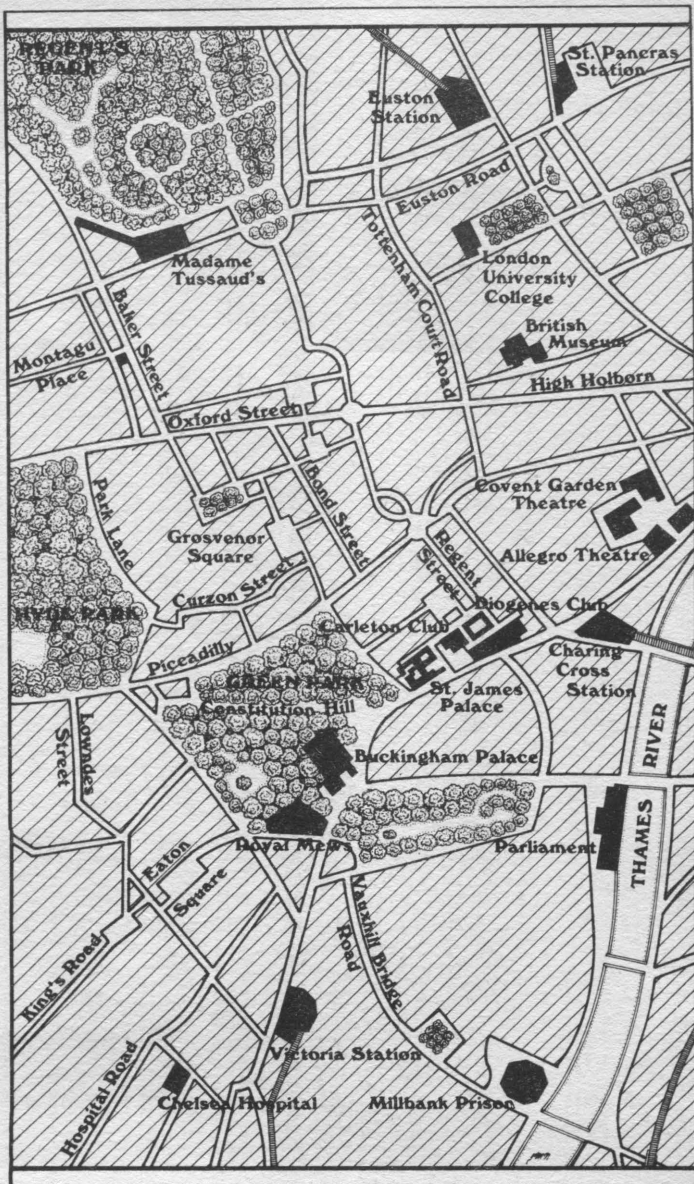
Deductions

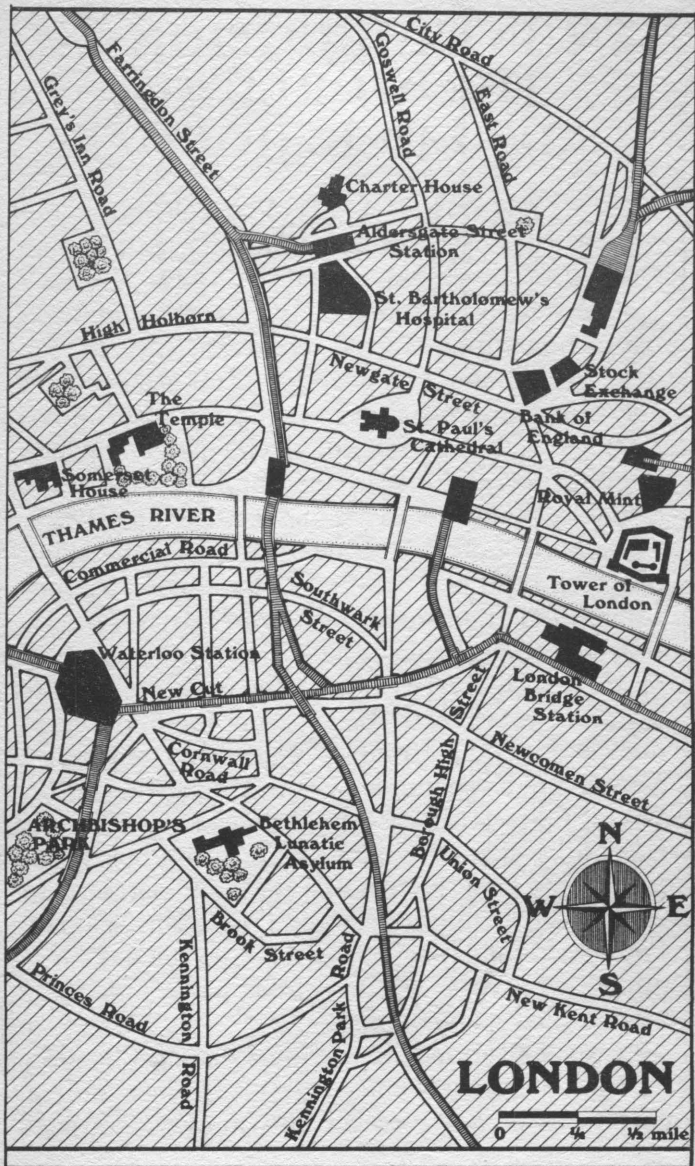
- ☐ 1 _____
- ☐ 2 _____
- ☐ 3 _____
- ☐ 4 _____
- ☐ 5 _____
- ☐ 6 _____
- ☐ 7 _____
- ☐ 8 _____
- ☐ 9 _____
- ☐ 10 _____

Results

- ☐ I _____
- ☐ II _____
- ☐ III _____
- ☐ IV _____
- ☐ V _____
- ☐ VI _____
- ☐ VII _____
- ☐ VIII _____
- ☐ IX _____

- ☐ 5 ☐ X _____





AN INTRODUCTION TO THE WORLD OF SHERLOCK HOLMES

HOLMES AND WATSON

First appearing in "A Study in Scarlet" in Beeton's Christmas Annual of 1887, Sherlock Holmes remains a remarkably vigorous and fascinating figure for a man of such advanced years. The detective's home and office at 221B Baker Street are shrines now, not simply rooms in which Holmes slept and deduced and fiddled with the violin when he could not quite discern the significance of a clue or put his finger on a criminal's twisted motive.

We know both a great deal and very little about Sherlock Holmes as a person. The son of a country squire (and grandson of the French artist Vernet's sister), Holmes seems to have drawn little attention to himself until his University days, where his extraordinary talents for applying logic, observation and deduction to solving petty mysteries earned him a reputation as something of a genius. Taking the next logical step, Holmes set up a private consulting detective service, probably in 1878. Four years later, he met and formed a partnership with a former military surgeon, Dr. John Watson. Four novels and fifty-six short stories tell us everything we know of the odd pair and their extraordinary adventures.

Less a well-rounded individual than a collection of contradictory and unusual traits, Holmes seldom exercised yet was a powerful man of exceptional

speed of foot. He would eagerly work for days on a case with no rest and little food, yet in periods of idleness would refuse to get out of bed for days. Perhaps his most telling comment appears in "The Adventure of the Mazarin Stone:"

I am a brain, Watson. The rest of me is a mere appendix.

Holmes cared little for abstract knowledge, once noting that it mattered not to him if the earth circled the sun or vice versa. Yet he could identify scores of types of tobacco ash or perfume by sight and odor, respectively. Criminals and their modus operandi obsessed him; he pored over London's sensational newspapers religiously.

A master of disguise, the detective successfully presented himself as an aged Italian priest, a drunken groom, and even an old woman! A flabbergasted Watson is the perfect foil to Holmes, who seems to take special delight in astonishing his stuffy if kind cohort.

In "The Sign of Four," Holmes briefly noted the qualities any good detective should possess in abundance (if possible, intuitively): heightened powers of observation and deduction, and a broad range of precise (and often unusual) knowledge. In this *Sherlock Holmes Solo Mysteries*TM adventure, you will have ample opportunity to test yourself in these areas, and through replaying the adventure, to improve your detective skills.

Although impressive in talent and dedication to his profession, Sherlock Holmes was by no means perfect. Outfoxed by Irene Adler, Holmes readily acknowledged defeat by “the woman” in “A Scandal in Bohemia.” In 1887, he admitted to Watson that three men had outwitted him (and Scotland Yard). The lesson Holmes himself drew from these failures was illuminating:

Perhaps when a man has special knowledge and special powers like my own, it rather encourages him to seek a complex explanation when a simpler one is at hand.

So learn to trust your own observations and deductions — when they make sense and match the physical evidence and the testimony of trusted individuals — don’t rush to judgment, and if you like and the adventure allows, consult Holmes or Watson for advice and assistance.

VICTORIAN LONDON

When Holmes lived and worked in London, from the early 1880’s until 1903, the Victorian Age was much more than a subject of study and amusement. Queen Victoria reigned over England for more than 60 years, an unheard of term of rule; her tastes and inhibitions mirrored and formed those of English society. Following the Industrial Revolution of roughly 1750-1850, England leaped and stumbled her way from a largely pastoral state into a powerful, flawed factory of a nation. (The novels of Charles Dickens dramatically depict this cruel, exhilarating period of sudden social change.) Abroad, imperialism planted the Union Jack (and

implanted English mores) in Africa, India, and the Far East, including Afghanistan, where Dr. Watson served and was wounded.

Cosmopolitan and yet reserved, London in the late Nineteenth Century sported over six million inhabitants, many from all over the world; it boasted the high society of Park Lane yet harbored a seedy Chinatown where opium could be purchased and consumed like tea. To orient yourself, Consult the two-page map of London on pages 8 and 9. You will see that Baker Street is located just south of Regent's Park, near the Zoological Gardens, in the heart of the stylish West End of the city. Railway and horse-drawn carriages were the preferred means of transport; people often walked, and thieves frequently ran to get from one place to another.

THE GAME'S AFOOT!

Now, match wits with the world's greatest consulting detective. And have no fear — if you don't completely succeed at first, just play again! It might be wise to keep in mind Holmes' advice to Watson and all would-be detectives:

"It is an old maxim of mine," he said, "that when you have eliminated the impossible, whatever remains, however improbable, must be the truth."

Good luck and good hunting!

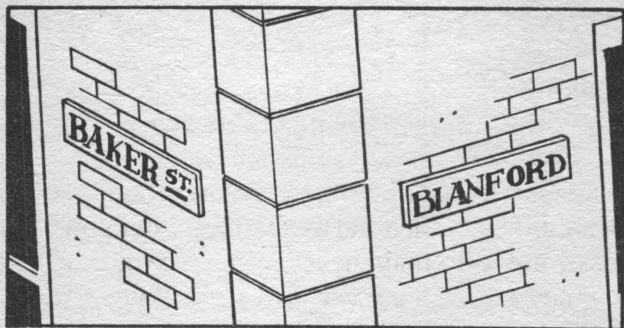
THE *SHERLOCK HOLMES* *SOLO MYSTERIES*[™] GAME SYSTEM

THE GAMEBOOK

This gamebook describes hazards, situations, and locations that may be encountered during your adventures. As you read the text sections, you will be given choices as to what actions you may take. What text section you read will depend on the directions in the text and whether the actions you attempt succeed or fail.

Text sections are labeled with three-digit numbers (e.g., "365"). Read each text section only when told to do so by the text.





PICKING A NUMBER

Many times during your adventures in this game-book you will need to pick a number (between 2 and 12). There are several ways to do this:

- 1) Turn to the Random Number Table at the end of this book, use a pencil (or pen or similar object), close your eyes, and touch the Random Number Table with the pencil. The number touched is the number which you have picked. If your pencil falls on a line, just repeat the process. **or**
- 2) Flip to a random page in the book and look at the small boxed number in the inside, bottom corner of the page. This number is the number which you have picked. **or**
- 3) If you have two six-sided dice, roll them. The result is the number which you have picked. (You can also roll one six-sided die twice and add the results.)

Often you will be instructed to pick a number and add a "bonus". When this happens, treat results of more than 12 as "12" and treat results of less than 2 as "2".

INFORMATION, CLUES, AND SOLVING THE MYSTERY

During play you will discover certain clues (e.g., a footprint, murder weapon, a newspaper article) and make certain decisions and deductions (e.g., you decide to follow someone, you deduce that the butler did it). Often the text will instruct you to do one of the following:

***Check Clue xx or Check Decision xx or
Check Deduction xx.***

“xx” is a letter for Clues and a number for Decisions and Deductions. When this occurs, check the appropriate box on the “Clue Record Sheets” found at the beginning of the book. You should also record the information gained and note the text section number on the line next to the box. You may copy or photocopy these sheets for your own use.

Other useful information not requiring a “check” will also be included in the text. You may want to take other notes, so a “NOTES” space is provided at the bottom of your “Character Record”. Remember that some of the clues and information given may be meaningless or unimportant (i.e., red herrings).

EQUIPMENT AND MONEY

Whenever you acquire money and equipment, record them on your Character Record in the spaces provided. Pennies (1 Pence), shillings (12 pence), guineas (21 shillings), and pounds (20 shillings) are “money” and may be used during your adventures to pay for food, lodging, transport, bribes, etc. Certain equipment may affect your abilities as indicated by the text.

You begin the adventure with the money noted on the completed Character Record sheet near the front of the book.

CHOOSING A CHARACTER

There are two ways to choose a character:

- 1) You can use the completely created character provided at the beginning of the book. **or**
- 2) You can create your own character using the simple character development system included in the next section of this book.

STARTING TO PLAY

After reading the rules above and choosing a character to play, start your adventures by reading the Prologue found after the rules section. From this point on, read the passages as indicated by the text.

CREATING YOUR OWN CHARACTER

If you do not want to create your own character, use the pre-created character found in the front of this book. If you decide to create your own character, follow the directions given in this section. Keep track of your character on the blank Character Record found in the front of this book. It is advisable to enter information in pencil so that it can be erased and updated. If necessary, you may copy or photocopy this Character Record for your own use.

As you go through this character creation process, refer to the pre-created character in the front of the book as an example.

SKILLS

The following 6 “Skill Areas” affect your chances of accomplishing certain actions during your adventures.

- 1) **Athletics** (includes fitness, adroitness, fortitude, pugnacity, fisticuffs): This skill reflects your ability to perform actions and maneuvers requiring balance, coordination, speed, agility, and quickness. Such actions can include fighting, avoiding attacks, running, climbing, riding, swimming, etc.
- 2) **Artifice** (includes trickery, disguise, stealth, eavesdropping): Use this skill when trying to move without being seen or heard (i.e., sneaking), trying to steal something, picking a lock, escaping from bonds, disguising yourself, and many other similar activities.
- 3) **Intuition** (includes sensibility, insight, reasoning, deduction, luck): This skill reflects your ability to understand and correlate information, clues, etc. It also reflects your ability to make guesses and to have hunches.
- 4) **Communication** (includes interviewing, acting, mingling, negotiating, diplomacy): This skill reflects your ability to talk with, negotiate with, and gain information from people. It also reflects your “social graces” and social adaptivity, as well as your ability to act and to hide your own thoughts and feelings.

- 5) Observation** (includes perception, alertness, empathy): This skill reflects how much information you gather through visual perception.
- 6) Scholarship** (includes education, science, current events, languages): This skill reflects your training and aptitude with various studies and sciences: foreign languages, art, history, current events, chemistry, tobaccory, biology, etc.

SKILL BONUSES

For each of these skills, you will have a Skill Bonus that is used when you attempt certain actions. When the text instructs you to “add your bonus,” it is referring to these Skill Bonuses. Keep in mind that these “bonuses” can be negative as well as positive.

When you start your character, you have six “+1 bonuses” to assign to your skills.

You may assign more than one “+1 bonuses” to a given skill, but no more than three to any one skill. Thus, two “+1 bonuses” assigned to a skill will be a “+2 bonus”, and three “+1 bonuses” will be a “+3 bonus”. Each of these bonuses should be recorded in the space next to the appropriate skill on your Character Record.

If you do not assign any “+1 bonuses” to a skill, you must record a “-2 bonus” in that space.

During play you may acquire equipment or injuries that may affect your bonuses. Record these modifications in the “Bonus” spaces.

CAST OF CHARACTERS

Regimental Sergeant Major Peter Austin: Highest ranking non-commissioned officer of the Prince of Wales Own Light Horse regiment garrisoned at the Keep, Kingston-Upon-Thames.

Major Stephen Dillon: Regimental adjutant of the Prince of Wales Own Light Horse and subordinate to Colonel Sterling.

Lieutenant Neville Mores: First Lieutenant of the frigate HMS Defiant.

Mr. Shawn O'Grady: A pseudonym used by a leader of the Irish faction of the Dynamiters.

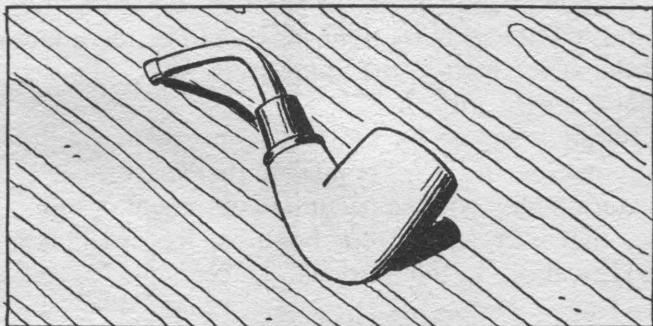
Gladys O'Keefe: A charwoman.

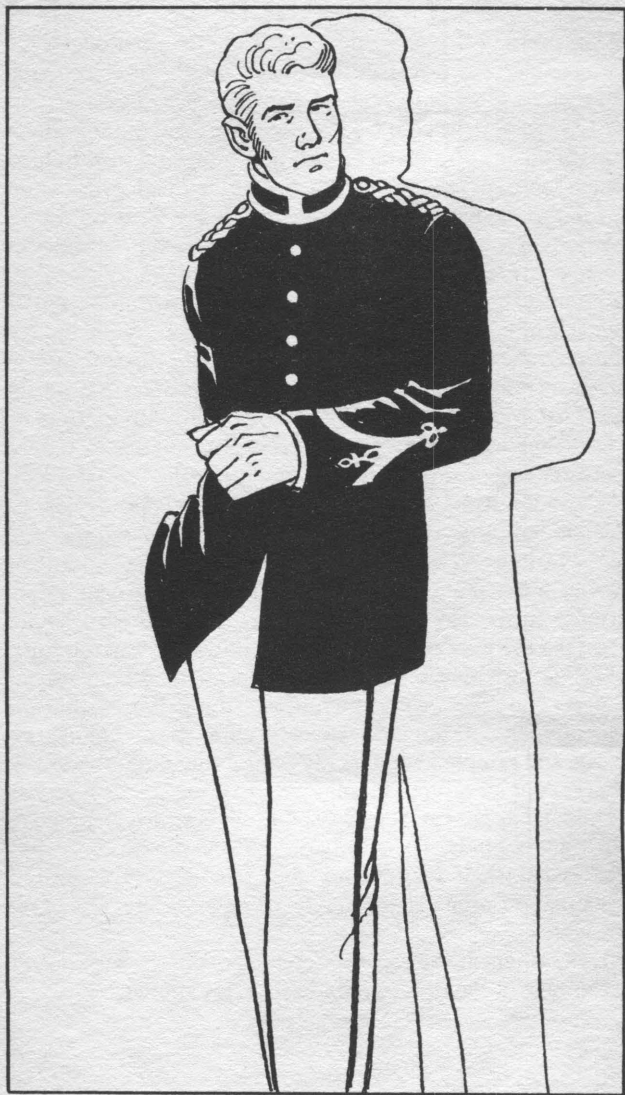
Colonel Sir Edward Harrison Sterling, KB, OBE: Commander of the Prince of Wales Own Light Horse.

Chief Inspector Maxwell Stern: Scotland Yard, supervisor of detectives.

Samuel Charles Watson: A Lieutenant in the Fifth Northumberland Fusiliers (Dr. Watson's old regiment). You will play his part in the story as you attempt to solve the mystery of your friend's death.

Jonathan Adams Wheeler: A member of the Bengal lancers, he is the victim of a bomb blast at Paddington station.





PROLOGUE

May of 1886 brings a cold, wet spring to London. Great-coats and ulsters are everywhere, many smelling of mothballs, their owners lulled into a false sense of security by a warming April. However, the cold weather does not deter the commerce of this great city, the heart of a great nation at its zenith. Indeed, fortune seems to favor Great Britain; Englishmen everywhere are fond of saying the sun never sets on the British Empire. Nearly everyone who matters in British society is satisfied with his lot. Queen Victoria reigns at Buckingham Palace and the country is at peace. Old suspicions of a Europe united against England are at low ebb and relations with the old enemy, France, are mostly amicable. The aggressions of the European powers are focused not on each other but on the backward areas of the world, nations rich with natural resources but technologically inferior and unable to defend themselves against the might of modern arms.

In London itself, the trappings of empire are everywhere. Majestic buildings of marble and granite rise along the busy avenues of the West End. Ornately carved and columned, many bear the nautical influence of Britain's powerful fleets, a tribute to the Empire's foundation. The crowded streets reflect the farflung borders of British power, as saffron robes and white turbans float on a sea of dark-suited bankers and lawyers. The poor are present too, but strangely invisible and unacknowledged. Ragged street urchins dash among the crowds and crippled beggars ply their trade in the shadow of the grandeur all around them.

Thursday is cold and clear, bright sunshine driven home by knife-sharp winds. The steady drizzle and gloom of the past week is banished for the moment, but the bright sunlight seems inappropriate to the shouts of news venders hawking their wares.

"Dynamiters strike again!" screams one.

"Carnage at Paddington Station!" cries another.

The outraged newspapers tell of yet another atrocity committed by the Dynamiters, a loose-knit collection of Victorian terrorists, legacy of diehard revolutionaries and anarchists left over from the days of the French Revolution nearly a century ago. Lately they have been joined by Irish separatists attempting to force Britain out of Ireland to achieve their dream of Irish independence. William Gladstone, the British Prime Minister, is even now arguing for Irish home rule as a compromise measure and has split his Liberal Party as a result. The mood of the country is conservative, and the home rule proposal appears headed for certain defeat. The recent spate of bombings is popularly believed to be an attempt by the terrorists to demonstrate the strength of their resolve to achieve self-government in Ireland.

The attack which took place during the night is reported to have leveled part of the Underground station at Paddington. The newspapers tell of collapsed ceilings, buckled walls, and seeping water that might take the entire line out of service for several weeks. Fortunately, casualties were light, owing at least in part to the lateness of the hour. Only two persons are known to have died in the explosion. One is a young man, Jonathan Adams Wheeler, a Lieutenant in the Royal Army. The other is believed to be Gladys O'Keefe, an elderly charwoman, whose habit it had been to seek shelter in the station from the chill night air.

At The Keep, Kingston-upon-Thames, you, Lieutenant S. Charles Watson of the Fifth Northumberland Fusiliers, are just finishing your breakfast in the Officer's Mess of the Prince of Wales Own Light Horse. You are away from your own regiment on a two-year posting which has brought you to Kingston for home service training.

The mirror on the near wall catches your eye. As the mess steward walks by, you find yourself looking at your own reflection. You see a tall young man with broad shoulders (which you know have not escaped the notice of the young ladies at Holy Mount Church in the village). Your fair hair seems an odd contrast to the deep tan of your skin, a testimo-

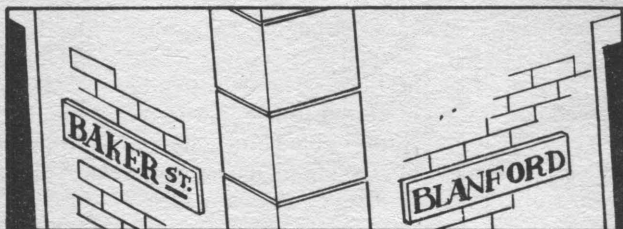


nial to your Indian upbringing which not even a year in England has erased. Your open and honest face is creased on the left cheek by a thin white scar which disappears into your sideburns, the souvenir of an encounter with an Afghan bandit some years ago. You are at the point of deciding whether to have the mess steward prepare another pot of tea when the man hesitantly approaches you with a newspaper in his hand.

From the newspaper you learn the sad news of Jonathan Wheeler's death. At first, you are incredulous and stunned with grief, but soon you begin to wonder about the circumstances of the tragedy. You and Jonathan had been friends for years, first as roommates and constant companions at Sandhurst and then, by a happy coincidence, both of you had been assigned to the same regiment in Kingston for home service. That coincidence had permitted you to renew your friendship and you had become roommates once more.

You remember from the beginning you had helped Jonathan to conceal his chronic asthma, a circumstance that might have resulted in his dismissal from the service, had it become known to his superiors. You are certain Jonathan would never have willingly done anything to aggravate his condition, even at the risk of returning to camp later than he should. It would therefore make no sense for him to use the Underground under any but the most compelling circumstances and, most especially, not the Metropolitan line, which still uses old fashioned coal-fired locomotives. And why Paddington, you ask yourself? Paddington is the wrong rail station to catch the train to Kingston. By all rights, Jonathan should never have been there when the bomb exploded. You close your eyes to escape the newspaper lying on the table in front of you, but the headline seems imprinted on your mind's eye. You find yourself feverishly trying to make sense of it all, hoping the pain and shock will abate if you can just discover some logic behind the crime. What could Jonathan have been doing in that station at that time of night? Perhaps he had a run-in with the Dynamiters before the crime. Could he have come to a bad end somewhere else and then been left at Paddington? Each possibility you propose seems more bizarre than the last, and none makes sense.

You come to the conclusion there are many unanswered questions about the death of your friend, and you intend to get to the bottom of the matter. You decide to visit Scotland Yard to seek more information. You take with you a notebook and pen, enough money to see you through the next week, your pocketwatch and penknife, and the newspaper you got in the mess this morning. *Turn to 151.*



100

You and Dr. Watson go to the police immediately. You discover that whatever their hesitation had been in believing you, it does not extend to your cousin.

Dr. Watson identifies himself at the desk and asks for Athelney Jones. The sergeant, obviously impressed, has the two of you shown upstairs to the detective's office.

At first, Jones is no more receptive to Dr. Watson than he is to you, but when he has heard what you have to say, he treats the matter seriously. He decides to attend to Major Dillon first and wires instructions to Kingston to have both Dillon and his wife placed in custody until he arrives. Then he invites and Dr. Watson to accompany him, and the three of you depart for Kingston immediately. *Turn to 102.*

101

The man is a new recruit and would not dare question an officer, so he obeys immediately. Actually, you expected to be let in, because it is not all that unusual for junior officers to work on the weekends. The only forbidden areas in the building are those floors above the ground level. Once inside, you walk quietly up the stairs to Major Dillon's office. *Turn to 509.*

102

Arriving in Kingston, you find a cab to take you to Dillon's house. When you arrive, you find a police constable standing at the entrance. Getting out of the cab, Jones asks you and Dr. Watson to wait and then goes over to a detective standing on the walk. He speaks with the man for several minutes and then returns.

"Bad news, I am afraid," he begins. "Major Dillon has been murdered. His wife returned from visiting her sister and found him lying dead on the floor. The detective here thinks he returned late last night to find someone waiting for him."

"Yes," you reply, "Mores killed him under orders from the council. Now they stand to regain the support he cost them. This is truly bad news. Do you have any ideas?"

"I do not believe we shall catch your Lieutenant Mores. I shall have all the ports and rail stations watched, of course, but I suspect the birds have flown."

"Birds?" you ask. "I thought there was only one."

"I wired to have your Regimental Sergeant Major arrested as well," Jones answers. "The detective tells me he has not been seen here in Kingston for two days. The Regimental Commander intends to list him as a deserter."

"That leaves us one last alternative."

"Yes," Jones grimaces, "Sherlock Holmes."

Your investigation ends in a partial success. With the evidence you have uncovered to date, Sherlock Holmes will quickly solve the case. The plot against the realm, if one exists in earnest, will fail, but there is no evidence with which to try any plotters. The murderer, Dillon, is dead, but the reasons for Jonathan's death will never become known. At the very least you can write to Jonathan's father and tell that him his son died honorably, refusing to betray his country.

- *If you begin the mystery again, turn to 308.*
- *If you want to read the solution, turn to 430.*



103

After bringing Sherlock Holmes up to date on the evidence you have uncovered, he asks a series of penetrating questions, then sits back in his chair thoughtfully. You are just beginning to squirm, afraid that he has forgotten you, when he stirs and clears his throat.

"I believe you should continue your investigation, Lieutenant," he says. "I suggest visiting the scene of the crime next. The police may have overlooked something critical to your case." ***Turn to 240.***

104

You decide nothing more will be gained tonight and wearily make your way to Baker Street, where you tumble into bed. You awaken early the next morning, shaving and changing into the fresh shirt Dr. Watson has left for you. After a hearty breakfast prepared by Mrs. Hudson, you set off for the police station. You wish you had the opportunity to discuss matters with your cousin and Mr. Holmes, but Mrs. Hudson claims that they did not return last night. ***Turn to 520.***

105

You fall in behind the crowd and make your way undetected into the foyer. There you spy Dillon, standing to one side talking animatedly to two of the members. You stay as far back as you can, always keeping several people between you. After a moment, he turns and walks toward the bar.

- ***If you stay to watch Dillon, turn to 494.***
- ***If you leave to wait and follow Dillon, turn to 417.***

106

The maid does not put up much of an argument when you tell her that you are an out-of-town member staying in one of the guest rooms. She allows you inside and asks you if you would care for tea. When you refuse, she gratefully goes back off to bed.

The club is deserted. Everyone is asleep, except for the RSM and those to whom he is reporting. You cannot tell which room he is in, so you settle down in a dark corner to wait.

Ten minutes later your patience is rewarded when you hear the door to the meeting room close. The RSM comes down the stairs, opens a panel closet, retrieves his hat, and lets himself out.

- ***If you follow the RSM, turn to 214.***
- ***If you go upstairs to the meeting room, turn to 164.***

107

You manage to swing around in time to take the blow of the wooden club on your left shoulder. You feel it go numb, and then you double over. The man comes at you again, and you kick out, catching him in the chest. He stumbles. You take the respite you have won to set yourself, trying to shield your injured shoulder. Your assailant attacks again. ***Pick a number and add your Athletics bonus:***

- ***If 2-9, turn to 354.***
- ***If 10-12, turn to 264.***

108

After nearly an hour's work, you succeed in breaking the code. However, you are appalled at what you find. ***Turn to 112.***

109

You find yourself in a small cell in the basement of Scotland Yard. At first, you cannot understand it. You were certain that you had managed to convince the Chief Inspector. The only possible explanation is that you succeeded too well. He did believe you, and that is why you are here. The Chief Inspector himself must be one of the council plotters, a member of the Leonidas Club, and he has neatly trapped you!

You try to make conversation with your jailers, hoping to get a message to Sherlock Holmes, but they ignore you and you realize you are being held incommunicado in your cell. Now it will be up to Sherlock Holmes to find out what this is all about.

- ***If you begin again, turn to 308.***
- ***If you just want to read the solution, turn to 430.***

110

You continue to work at the desk for nearly half an hour after the sergeant has left. He must be suspicious and knows his own man. After you feel a sufficient time has passed, you put away the papers and leave the building to return to your quarters. ***Turn to 402.***

111

Though you try for more than an hour, you are unable to break the code. You are maddeningly close to deciphering the message but you finally have to admit defeat.

- *If you checked Result VIII, turn to 448.*
- *Otherwise, turn to 116.*

112

The message is an order from the Council of Five, an execution order. Mores, once he obtains the information the council seeks from you, is directed to travel to Kingston and to assassinate Major Dillon. Apparently, Dillon's attitude, coupled with his drinking problem, is considered fatal by the council. This does present you with an opportunity, however. Unbeknownst to the council, Mores will be unable to complete his assignment, and you may be able to convince Dillon to turn on his masters before the council realizes what happened. *Check Clue U.*

- *If you checked Result VIII, turn to 119.*
- *Otherwise, turn to 135.*

113

You manage to turn Mores' wrist just as he fires the pistol. The bullet slams into the floor inches from your ear and you are momentarily deafened. Mores uses the opportunity to pull the pistol from your grasp and tries to level the other barrel. You roll to one side but, instead of the expected report of the pistol, you hear a grunt from your assailant as Dr. Watson's walking stick comes down on his head with a sharp crack.

Mores staggers to his feet, blood streaming down his face and the pistol dangling from his hand. Dr. Watson advances, his stick drawn back, but Mores levels his weapon and pulls the trigger. There is a click but nothing else, and you realize the pistol has misfired. Mores then flings it at Dr. Watson and, before you can recover, dives through the window into the street.

You rush to the shattered window to see Mores has landed on the top of a milk wagon, unhurt. The spy then leaps to the ground and sprints off. *Turn to 471.*

114

You manage to find a hansom and promise the driver a generous tip if he can deliver you to The Keep in twenty minutes. A moment later, you regret your promise, as the driver whips up his horse and the cab tears around corners on one wheel! Still, you make it in record time and, thankfully, alive. *Turn to 398.*

115

When you regain consciousness, you find yourself in a small dark room smelling of potatoes and onions. It must be a former storeroom in the basement of the Leonidas Club. You pat your pockets for a match but, as you feared, someone has been through your clothes and taken everything of use.

You feel your way around the walls and find the door. As you expected, it is locked from the outside. There are no windows; you must be patient until someone comes. *Turn to 460.*

116

You and Dr. Watson decide to take Mores to the police. While he refuses to talk to you, you think it possible the police may convince him to break his silence. *Turn to 117.*

117

It is early in the morning when you arrive at Scotland Yard. The sergeant on duty recognizes Dr. Watson and has all three of you shown up to Athelney Jones' office. Jones has just arrived and seems surprised to see you. He is even more surprised when he learns the purpose of your visit.

You explain why you have come and turn over Mores to him. Jones, all business now that he has a suspect, grudgingly accepts what you tell him and wires to Kingston to have Major Dillon taken into custody and brought to London. In the meantime, Mores is remanded to a holding cell since he shows as much reluctance to speak to the police as he did to you. *Turn to 477.*

Without warning, Mores throws himself at you, all trace of his injury gone. Your chair topples over backward and the two of you grapple on the floor. A small two-barrel pistol suddenly appears in his hand. You grab at his wrist as he tries to bring it to bear. ***Pick a number and add your Athletics bonus:***

- ***If 2-6, turn to 113.***
- ***If 7-9, turn to 206.***
- ***If 10-12, turn to 185.***

You take the next train to Kingston to confront Major Dillon. It is early morning when you arrive at The Keep to find Dillon has not yet reported for duty. You make your way to his home, your stomach churning at the prospect of confronting the man who murdered your best friend.

Dillon opens the door to your insistent knock. He is clad only in a dressing gown and a foul mood. "What in bloody hell do you want, Watson?" he snaps, wincing at the pain as he attempts to shield his eyes from the morning sun.

"Your life, Major," you reply coolly, "and I very much suspect someone will attend to that detail shortly."

Startled, he steps back from the door and you force your way inside. "Here now. What's this?" he sputters. "What do you mean, my life?"

"For the murder of Jonathan Wheeler," you answer, watching his reaction.

"What! Already?" He does not bother to deny your accusation. He is only surprised it has come so soon.

"You stupid sot! Here!" You hand him the council order with the deciphered message written above the code. His face pales as he reads it. "Well, are you going to go meekly like a lamb to the slaughter or will you fight this like a man?" ***Pick a number and add your Communication bonus:***

- ***If 2-5, turn to 168.***
- ***If 6-12, turn to 157.***

120

You settle down to watch the meeting, but before it is well begun, you feel someone's eyes on you. You scan the crowd but see nothing. Still, you have the uneasy feeling that you are being watched. Then you look to the side along the rear wall and see three men walking toward you.

Reaching behind you, you casually open the door. The men walk faster. Swinging the door wide, you dart through, but before you can get into the next room, something hard crashes against the side of your head and you fall unconscious to the floor.

- *If you checked Result X, turn to 304.*
- *Otherwise, turn to 115.*

121

You decide to search Major Dillon's house in Kingston, hoping to find something to help you understand how Jonathan actually met his end. While you are certain Dillon will not leave incriminating evidence lying around for his wife to find, perhaps you will uncover clues to explain the mystery. Are there others involved? What possible threat could Jonathan have posed to them? Jonathan's father is a powerful man and would make a dangerous enemy, even from distant Singapore. Dillon's motivation must have been powerful if indeed he was involved. **Turn to 177.**

122

You hoped to find something in the wardrobe but you are disappointed. Now you must decide whether to make another search. The longer you stay, the darker it will get, forcing you to use a light, and the more dangerous your task will become. Should you risk another search?

- *If you leave, turn to 284.*
- *If you make another search, pick a number but subtract 1 for each search you have made (you may search the same item more than once):*
 - *If 2-4, turn to 228.*
 - *If 5-12, turn to 463.*

123

Holmes continues in a didactic tone. "In any event, it is doubtful whether pursuing the matter in Kingston will yield useful information. It has been my experience that when confronted with several possibilities in the investigation of a crime, the most obvious method of resolution is to eliminate alternatives one by one. Since only one alternative is clear at present, I would suggest you concentrate on the Dynamiters." **Turn to 427.**

124

You accompany the sentry to the Sergeant-of-the-Guard's office, where you repeat your story. The sergeant hesitates for a moment, then decides the problem is beyond his authority. He asks the sentry to summon the Provost Marshal. In what seems to be a remarkably short time, you are summoned to the Provost Marshal's office, where you are politely asked to give your account of the events. **Pick a number and add your Communication bonus:**

- If 2-8, turn to 388.
- If 9-12, turn to 138.

125

The Colonel's face tightens in anger. "That is a transparent fabrication, Watson! Do you take me for a fool?" He turns to the Sergeant-of-the-Guard. "Summon the Provost Marshal!" Then he turns back to you, "Thought better of you, Watson. Perhaps the Provost Marshal can find a way to loosen your tongue."

The Provost Marshal arrives only moments later, after the Colonel has left. He listens to the guards, then approaches you. You tell him what you told the Colonel, but you try to be more convincing. **Pick a number and add your Communication bonus:**

- If 2-9, turn to 235.
- If 10-12, turn to 492.

126

Since Major Dillon is not at The Keep, the only other avenue of investigation is the Leonidas Club. You still have time to leave before the dinner begins. You return to your room, change clothes, and board the train to London. **Turn to 174.**

127

As you walk back from the Sergeant-of-the-Guard's office, you reconsider. It is unlikely the RSM would be foolish enough to incriminate himself in his own home. There must be another alternative; the Leonidas Club is the only other avenue of investigation open to you. Perhaps it would be worth a visit. **Turn to 174.**

128

You pause to consider what course of action to take.

- *If you checked Clue M and/or Result III but not Clue L, turn to 174.*
- *Otherwise, turn to 213.*



129

You examine the buttons carefully but you do not see anything untoward. Confused, you are about to walk away when Major Dillon turns to order another drink. As he twists around, his belt sash gaps open, revealing the button under it. You feel your pulse begin to pound. You were right! There rests the proof of your deductions, gleaming brightly and brand new from under the sash.

Dillon is a crafty old fox. He did lose the button under his crossbelt at Paddington Station, but he replaced it with an old button from beneath his sash! As a result, all visible buttons appear worn. The new button was sewn under the sash where it would be out of sight. But what now? The button by itself is certainly not enough evidence to convince the police of anything. You must find supporting evidence, and the only two places where you can think to look are in Major Dillon's office (here at The Keep) and at his house in Kingston, where he lives with his wife. *Check Clue P.*

- *If you search Major Dillon's house in Kingston, Check Decision 10 and turn to 132.*
- *If you search Major Dillon's office in The Keep, Check Decision 9 and turn to 398.*

130

After bringing Sherlock Holmes up to date on the evidence you have uncovered, he asks a series of penetrating questions, then sits back in his chair to think. You are just beginning to squirm, thinking he has forgotten you, when he stirs and clears his throat.

"I believe your investigation has stalled, Lieutenant. I can see no clear way to rescue it at present. I suggest retracing your steps from the beginning. Alternatively, you may place it in my hands, and I shall take up the case when time permits."

- *If you begin again, turn to 308.*
- *If you would like to read the solution, turn to 430.*

131

The ticket jogs your memory but, maddeningly, the connection refuses to surface. You know the ticket might give you a clue to Jonathan's whereabouts on the night of his death. Hopefully, the answer will turn up during your investigation.

- *If you ask around camp about the ticket, Check Decision 1 and turn to 308.*
- *If you pursue alternate avenues of investigation, Check Decision 2 and turn to 340.*

132

You know where Major Dillon lives, having been to dinner at his home with Jonathan several weeks previously. It is a spacious dwelling on a quiet residential street in Kingston. The rear of the house faces onto a small garden, lovingly tended by Dillon's wife. It is through the garden you plan to enter the house. The stone wall surrounding the garden is only a hindrance, being less than five feet high. You climb over the wall and, trying not to leave deep footprints in the flowerbeds, creep over to a rear window. It is latched but not locked, and you use your penknife to disengage the latch. Then you swing the window open and climb inside. *If you have not already checked Decision 10, do so now. Pick a number and add your Artifice bonus:*

- *If 2-7, turn to 178.*
- *If 8-12, turn to 278.*

133

You find yourself in one of the furnished rooms the club provides for its members when in London. There does not appear to be anyone staying here at present. You cross over to the door and open it a crack. There is no one in the hall and you walk silently to the stairway. Making your way down the stairs to a good vantage point, you find a meeting is about to begin as a crowd files into the meeting hall. **Turn to 487.**

134

The steward passes by your hiding place, moving swiftly but not running. You decide to see where he goes, so you follow after him. Cautiously, you look down the hall to make certain it is clear. Out of the corner of your eye, you see a shadowy object rushing at you. You try to pull back, but too late. You feel the impact of something very solid against the back of your head and everything turns black.

- *If you checked Result X, turn to 304.*
- *Otherwise, turn to 115.*

135

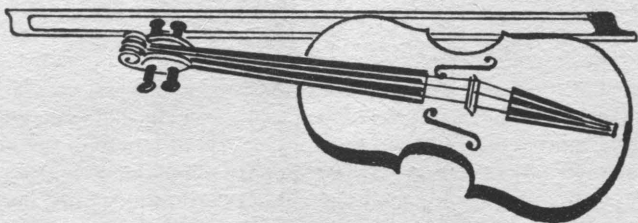
Dr. Watson sends word to Athelney Jones that you have uncovered important evidence of a plot against the realm. He assures you that you have enough evidence to convince Jones to take you seriously. *Turn to 226.*

136

You dash down the stairs and run to the back door, hearing the sentry clattering down the stairs behind you. He is slowed by his rifle and equipment. You have a few seconds! You throw the door open and dash down a side hall and enter one of the first floor offices where you are permitted to work on weekends. You close the door and snatch a handful of papers from one of the desk drawers, scattering them in front of you. Then you sit down behind the desk and, placing your shoes on the floor beside you, bend over the papers with a pen and begin writing. *Turn to 452.*

137

Once well away from the cottage, you double back to your room. As you walk, you reconsider. It is unlikely that the RSM would be foolish enough to incriminate himself in his own home. Your only other alternative is to investigate the Leonidas Club. Perhaps it would be worth a visit. *Turn to 174.*



138

The Provost Marshal accepts your account of events, but you can tell that he remains suspicious. You will hear more of this later, but for now you can go. *Turn to 353.*

139

You present your evidence in as concise a manner as you can. Jones sits back and listens, asking an occasional question. You notice he becomes more and more serious as you speak. Dr. Watson, sitting behind him, nods and smiles from time to time to encourage you.

- *If you checked Deductions 1, 2, 3, and 5 as well as Clues A, B, N, Q, T, and either F or G, turn to 346.*
- *Otherwise, turn to 140.*

140

"Sorry, Lieutenant," Jones answers after you have finished. "That is not enough evidence to convict Major Dillon in a British court. However, you have convinced me. The Major will swing, I promise you, but at present I am more concerned with foiling the plot devised by those traitorous scum at the Leonidas Club. Do you have a suggestion about that?" **Turn to 141.**

141

"I would suggest arresting Major Dillon immediately to protect his life," you say. "Then we should attempt to secure his assistance in bringing down these traitors."

"Might work, at that," the detective says approvingly. Then, more decisively, "Yes, that is just what we shall do!" **Turn to 179.**

142

It is imperative for you to see and hear as much of what happens here as possible. The success of your investigation hinges upon it. Now that you have learned some sort of secret society is housed in this club, you suspect that the issues may be even larger than you suspected. **Pick a number and add your Artifice bonus:**

- *If 2-6, turn to 330.*
- *If 7-12, turn to 428.*

143

The detective considers for a moment. "Sorry, Lieutenant. Should like to help you, but this area is not open to visitors. You must have the permission of the Chief Inspector for that."

"Quite all right, Mr. Carpenter. I understand," you reply, turning to leave. You are unconcerned because you see that the police will be leaving soon. **Turn to 344.**

144

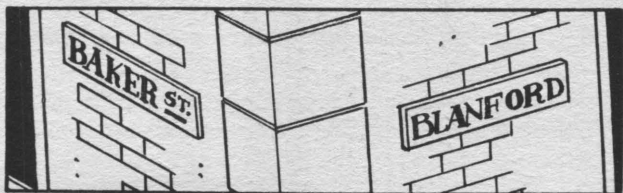
The button did not come from Jonathan's uniform; might it belong to someone involved in the events of last night?. You pocket the button and stand, brushing the grime from your trousers. **Turn to 128.**

145

You decide to ask the RSM, since he is probably the best source of information in the camp.

"No, I do not know where Lieutenant Wheeler went last night," the RSM replies flatly to your question. "And, to tell the truth, I do not much care. He squirmed out of Duty Officer commitments and left early," he continues in the same flat tone. "My guess would be that he went to see a woman, and not one you would want to take home to Mother." There is hostility in his words that you suspect comes from long standing differences of opinion. Jonathan had been something of a dandy, the kind of officer the RSM despises with every fiber of his being. **Pick a number and add your Intuition bonus:**

- If 2-7, turn to 507.
- If 8-12, turn to 236.



146

You feel fortunate to find Sherlock Holmes at home, though you are disappointed that Dr. Watson is absent. You tell Holmes what you have discovered, knowing it is precious little. Only moments later come the words you dread to hear.

"Lieutenant, I believe your investigation has come to an end. You have failed to uncover compelling evidence that will prove the Dynamiters were not the culprits. The police will not heed suspicions, as you have seen. Also, you have not identified any other person or group who might have committed the crime. In conscience, I cannot encourage you to continue your investigation further. You have failed, not because of lack of effort, but rather a lack of experience. I would suggest you begin again."

- *If you begin again, turn to 308.*
- *If you want to read the solution, turn to 430.*

147

You decide the opportunity to investigate the club is too opportune to squander. Slipping out the door, you climb the stairs. You know that clubs in London are often used by members while they are in the city. Rooms can be made available at very attractive rates, provided arrangements are made in advance. In this case, you are very interested in the identity of any out-of-town members.

You discover that the second and third floors of the club contain a number of guest rooms. None of them appears to be equipped with locks, so you decide to have a look inside several of them. **Pick a number and add your Artifice bonus:**

- *If 2-6, turn to 419.*
- *If 7-12, turn to 302.*

148

You pick your way through the damaged station, trying to stay clear of the police who are sifting through the last pile of the rubble. **Pick a number and add your Observation bonus:**

- *If 2-5, turn to 250.*
- *If 6-12, turn to 218.*

You realize that your best chance is to surprise the roughs and prevent the entire group from rushing you. You must be quick; the RSM has a sap in his hand. You throw yourself at the two roughs on the left as you kick a small table in the path of the two on the right. The men you attack are surprised and go down in a welter of arms and legs, blocking the RSM's path. You lash out at the larger of the remaining two, catching him on the point of the chin. He crashes to the floor like a felled tree.

The other man, smaller and less robust becomes wary and backs off, a coward now that he does not have the backing of his friends. You leap through the door and race down the stairs, rush across the antechamber and, tearing open the door, dash out into the street.

After nearly a block, you look behind you to find no one in pursuit. Now you must decide what to do. From what you saw in the club, a meeting is about to commence, one that may shed light on the mystery surrounding Jonathan's death. Should you try to get back into the club, perhaps by entering a window, try to eavesdrop, or should you go directly to Sherlock Holmes and place the information in his hands?

- *If you try to get back into the club, turn to 234.*
- *If you visit Sherlock Holmes, turn to 435.*



You place the pistol in your coat pocket, hoping it will not be too visible. *Check Clue R.*

- *If you have not previously examined the stationery box, turn to 348.*
- *Otherwise, turn to 350.*

You are off duty for the time being, so you decide to act immediately on your impulse. Walking to the train station in Kingston, you board the first train to London; the trip takes just a little over an hour, but you are too busy thinking to admire the lush green countryside and the clusters of small villages that huddle in London's shadow.

Arriving at Waterloo Station, you hail a hansom cab and instruct the driver to take you to Scotland Yard.

"Right you are, Lieutenant," the cab driver replies, and you realize that you have forgotten to change out of your uniform.

Arriving at your destination, you quickly pay the man and stride briskly up the stairs to Great Scotland Yard. You notice that the old building still shows the marks of the bomb the Dynamiters set off there nearly two years ago, a grim reminder of your mission. Inside, you see a uniformed police sergeant and you call to him.

"Sergeant, a moment of your time, if you please."

The man looks up and straightens a little as he sees your uniform. "Yes, Sir. What can we do for her majesty's army today?" he asks.

"Just some information, Sergeant," you reply, "about the bombing at Paddington last night. I wish to inquire into the circumstances of Lieutenant Wheeler's death." ***Pick a number and add your Communication bonus:***

- ***If 2-7, turn to 470.***
- ***If 8-12, turn to 377.***

You wait until the next watch, hoping that shift will be less wary. You now make another attempt and return to Major Dillon's office without incident in spite of the increased alertness of the sentries. You set about continuing your search.

- ***If you search the desk, turn to 489.***
- ***If you search the wardrobe, turn to 481.***
- ***If you search the bookcase, turn to 341.***
- ***If you search the file cupboard, turn to 475.***

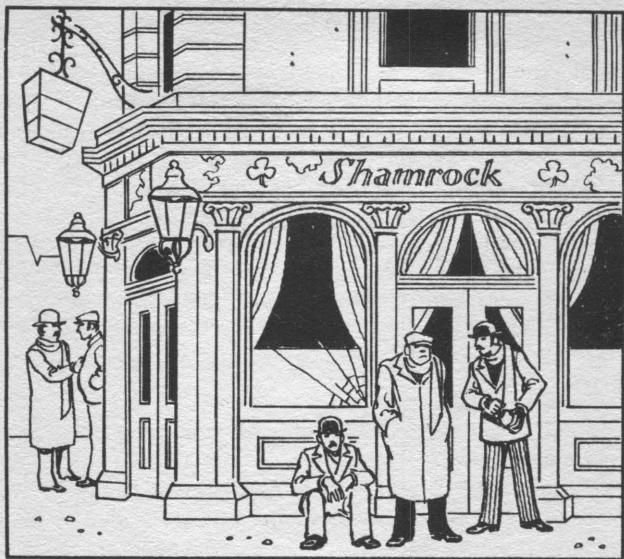
After bringing Sherlock Holmes up to date on the evidence you have uncovered, he asks a series of penetrating questions, then sits back in his chair thoughtfully. You are just beginning to squirm, afraid that he has forgotten your presence, when he stirs and clears his throat.

"I believe you should continue your investigation, Lieutenant," he declares. "You have already done remarkably well for someone untrained in detective work. I suggest visiting the scene of the crime next. The police may have overlooked something. And one other thing, Lieutenant," he continues as you rise to leave, "I should be chary of going back to the police until you know where this leads. I believe your suspicions are well grounded." *Check Result II. Turn to 240.*

After checking the afternoon newspapers to be certain that the Dynamiters have not laid claim to the blast, you leave 221-B Baker Street. You now wear boots, heavy cotton trousers, a checked, open-necked shirt and a scuffed, black felt hat. You feel underdressed for polite company, as indeed you are, but you look the part of the American laborer Holmes has convinced you to play.

You travel by Underground to the East End, a part of London you have never seen. The buildings here are small and mean, with crumbling fronts and sagging roofs; gone is the elegance and grace of the West End. Here the predominant architectural feature is decay. The same sun which never sets on the British Empire apparently never rises on the dark alleys and slums of the East End. Figures of broken men slump in sagging doorways; ragged children are everywhere. Black soot and despair hang heavy in the air.

Eventually, you find the Shamrock, marked more by the group of hopeless men crowding the doorway than by the faded sign above the entrance. You push your way through the crowd and approach the bar.



"An what'll ye be havin'?" the barkeep asks.

"I'd like a Whiskey," you say in your best American accent.

"American, are ye?" he asks.

"Yes, I am," you answer, "born and raised in New York City. But my name is Patrick O'Keefe all the same."

"An Irishman!" he crows with delight, reaching for his most expensive bottle of rye whiskey. After getting a drink, you wander about the pub looking over the clientele, trying to select a likely candidate to approach. Finally, you decide that since you do not have Sherlock Holmes' eye, the barkeep will do as well as any. You have decided to tell him that your aunt is the charwoman, Gladys O'Keefe, who was killed in the same explosion which killed Jonathan. You hope to thereby draw him into a discussion of the Dynamiters. **Pick a number and add your Artifice bonus:**

• If 2-6, turn to 343.

• If 7-12, turn to 521.

155

You continue to work at the desk for nearly half an hour after the sergeant has left. You know he is suspicious, as your version of events is a bit thin. After you feel sufficient time has passed, you put away the papers and leave. Returning to your room, you change into more proper attire and leave for London to investigate the Leonidas Club. *Turn to 366.*

156

For a moment a connection nearly surfaced, something you have seen just recently. But then it is gone. Undoubtedly, it will come to you later. *Turn to 311.*

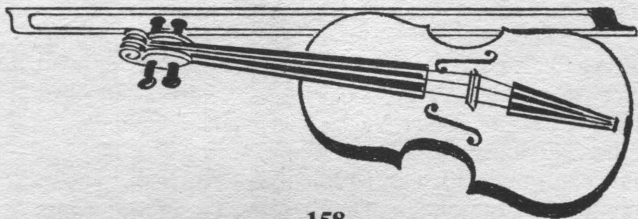
157

"Fight?" he asks, "how do you mean?"

"These men have broken faith with you," you say. "You owe them no loyalty."

"Perhaps not," he replies, a defeated look in his eyes, "but how do you propose to fight them? I have no idea of their identities though I know many among the general membership. Besides, I believe in their goals. I swore an oath."

"Yes, the oath," you reply, knowing you have very little time to get him to see things your way, "but they are the ones who have betrayed the oath, not you. They have bartered your blood for political gain!" You see your shot hit its target. *Turn to 170.*



158

Nearly half an hour passes before he returns, red-faced and chastened. He asks you to accompany him to the Chief Inspector's office. *Turn to 204.*

You are unable to prevent Major Dillon's death but you still have the RSM. Pulling Dillon's body into an alley, you find a cab. You push the RSM inside and, giving the driver instructions to head for Scotland Yard, settle back to keep a wary eye on the RSM. He remains quiet during the trip but you are fairly certain you is no longer unconscious, though you doubt that he has any real idea what is happening.

When you arrive, you tell the constable on duty at the desk that you have apprehended one of the men you believe responsible for the bombing at Paddington Station. In moments, a detective appears and ushers you into an office while a doctor is summoned to attend to the RSM. The detective asks you to explain.

"I would prefer to speak with Mr. Athelney Jones," you reply. "He knows me, and it will save time."

"Mr. Jones is away overnight on another case," the detective says. "But Chief Inspector Stern has been informed and will see you shortly." You try not to show your concern. "And, Lieutenant," the detective continues in a flat tone, "I ought to warn you; the man you brought in denies he had anything to do with the bombing. He claims that in a fit of anger he saw you murder one Major Stephen Dillon."

At that moment Chief Inspector Stern comes through the door. *Check Result VII. Turn to 325.*

You strain to hear what Dillon says but cannot understand enough to make sense. From the little you can hear and see, the major is apparently accused of something by the council spokesman, something to which he takes exception. The leader becomes angrier as he speaks, and Dillon appears more defiant. Finally, Dillon says something to the leader and stalks out the way he came.

You watch as he leaves, then turn back to have another look at the hooded council leaders. But as you do, you feel the sharp crack of something striking you on the back of the head. You pass out. *Turn to 115.*

While you know it is imperative to learn as much as possible here, you feel you should not jeopardize your investigation by calling attention to your presence. You decide that the safer course is to stay where you are and gather as much information as you can.

The ceremony continues, for that is the drama unfolding before you: a membership ceremony. As you watch, candidates are instructed by the masked figures on the dais and then asked to swear an oath. You do not hear the exact words of the oath, but from what you do pick out, it sounds as though it involves treason to the realm!

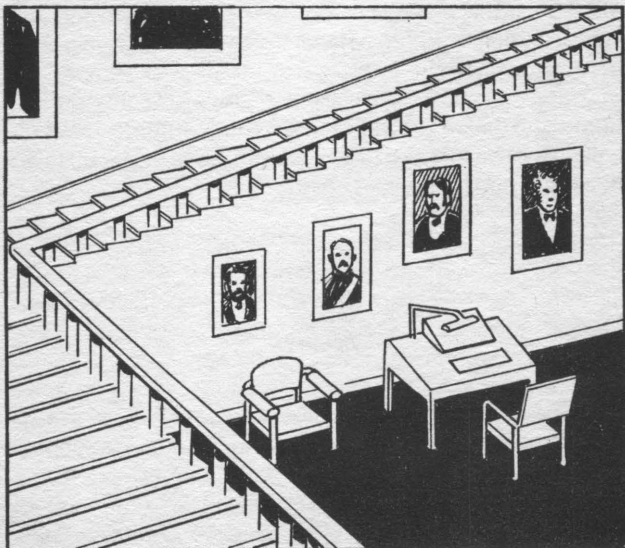
The candidates are backed by sponsors carrying naked swords in their hands, evidence of the fate which may have lain in store for those who answered improperly in the past. You suspect that the implied threat is only ritual now, because the sponsors handle their swords self-consciously, and these blades are not razor-sharp battle weapons, but dull dress sabers.

One of the candidates appears to balk at something demanded of him, and the room is suddenly electric with tension. But, after a harsh whisper from his sponsor, the candidate completes the response; you can hear the collective sigh of relief from all around you.

The man's recalcitrance stirs something within you, almost a memory of an event you never witnessed. You can imagine Jonathan here, dressed in his mess uniform, proudly about to join this prestigious club. But Jonathan, stubborn as he was, would never have sworn an oath he could not accept, regardless of the consequence. And you know the consequence to have been his life! You are suddenly certain beyond doubt that you are very close to solving the mystery.



The leader of the masked figures then confers membership on the candidates. At his command, they turn to face the audience, who welcome them into the club with an enthusiastic round of applause. A moment later, the new members are shown to seats in the front row, and the leader addresses the gathering in earnest tones, announcing that they must now turn their attention to grave matters. Then he gives a signal, and the double-doors swing wide once more. Out of the bright light, marches the familiar figure of Major Stephen Dillon. *Turn to 311.*



162

“Quite right, sir,” he answers, opening the door wider and allowing you to enter. “May I take your hat, sir?” he holds out his hand and you give him your hat, hoping you will have time to collect it before you leave. He opens a panel door, asking you to wait as he puts the hat away.

While he is gone, you take the opportunity to look around. The modest antechamber gives way to a foyer paneled in oak, the rich color and grain of the wood proudly proclaiming its Canadian origin. A wide marble double-staircase winds around either side of the room; along the walls are hung massive portraits of military heroes in gilded frames. Some you recognize, such as Wellington and Nelson, but others are unfamiliar. A few have foreign-sounding names, but most are English, and most died young. A moment later, the steward reappears.

"May I show you to the bar, sir?"

"Yes, thank you." You follow him up the winding marble staircase to the first floor. He opens another door, just as the bell rings downstairs.

"Another guest," the steward says apologetically, showing you into the room. "Would you mind showing yourself into the bar, sir? Just through there." He indicates a door on the far side of the room.

"Very well," you answer.



The steward closes the door behind you and goes downstairs to answer the door. You walk across the room to the far door and put your ear to it, hoping to get an idea how many guests are present at the bar. Will they notice a stranger in the crowd? You hear nothing. It is as quiet as a tomb.

Curious, you put your hand on the door handle and twist. Nothing. The door is locked. You begin to suspect something is dreadfully wrong. Quickly, you cross over to the other door, the one you came through. Locked. You cast around for a window, as you are only one floor above street level, then stride quickly across the polished wood floor and throw back the drapes. They cover a blank wall. There are no windows! This is an elegantly furnished prison cell, and you are trapped!

Turn to 321.

163

You make it down the stairs and into your unit office without being detected. The sentry opens the door just as you settle behind a desk.

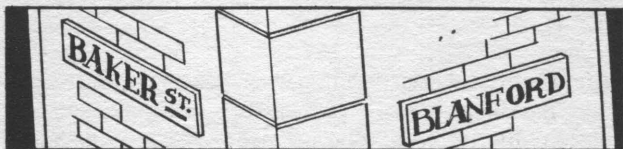
He comes to attention then asks, "Sir, did you hear anyone run down the corridor? There is an intruder about."

"No, I did not, Private," you reply, getting up from behind your desk. "Did you alert the Sergeant-of-the-Guard?"

"Not yet, sir."

"Do so, then. The intruder must have gotten past you."

He salutes and leaves. **Turn to 368.**



164

Silently, you go up to the first floor, find a hiding place, and wait to see who comes out of the meeting room. After five minutes, you decide that no one is going to come out. You walk over to the door and put your ear to it. Silence. **Turn to 447.**

165

The spokesman for the council apparently gives Dillon permission to speak, but now his voice is lower, and you can barely make out anything more than occasional words. **Pick a number and add your Intuition bonus:**

- If 2-7, **turn to 160.**
- If 8-12, **turn to 216.**

166

"Now, tell me more of your talk with Colonel Sterling," Holmes says as you hand him the folder. "Leave nothing out."

You tell him everything in as much detail as you can remember. "I know the evidence is weak," you finish lamely, "but I believe he is lying. Even so, I cannot accuse him. He is my superior officer, after all."

"As you say," Holmes remarks after you finish, "the evidence is weak to justify your belief that Colonel Sterling may know something of Lieutenant Wheeler's death that he is not sharing with us. I would have to side with the police at this juncture; there is no cogent evidence to the contrary, although it could be as you claim. Lieutenant Wheeler may have met a bad end through some other circumstance and evidence of that crime obscured by the explosion. Just such a deception occurred in the Heist case in Potsdam in '41 and again in '78, in the Rossovitich affair in Moscow. But here, I believe the weight of evidence points to a hapless encounter with a Dynamiter's bomb." *Turn to 123.*

167

You are close enough to Dillon when he exits the pub nearly an hour later to hear him give the driver instructions to take him to Waterloo Station. You surmise that he is going home. The RSM follows him out of the pub a moment later and dashes down the street to the only other cab in sight. Now you have a problem. You will not be able to keep up with the cabs on foot, and there are no others in the vicinity.

You do, however, know their destination. You walk quickly to the nearest Underground station and take the train to the stop closest to the Waterloo line. There you are lucky enough to find a cab to take you the rest of the way. You actually arrive before either Dillon or the RSM! *Turn to 369.*

168

"Lieutenant Watson," he replies, surrounding himself with as much dignity as he can muster in a nightshirt. "If you know this much, you know I have given my life to this organization. If my death will advance our cause even a day, then freely do I give it!"

You try but you know it is pointless. The stiff-necked fool has made his decision and will die for it. You depart feeling defeated, leaving the field to the police and Sherlock Holmes.

Your investigation ends in partial success. With the evidence you have uncovered to date, Sherlock Holmes will swiftly solve the case. The plot against the realm will fail but there is no evidence to try the council leaders. The murderer, Dillon, will die, but the reasons for Jonathan's death will never become known. At the very least you can write to Jonathan's father and tell him that his son died honorably, refusing to betray his country.

- *If you try to solve the mystery more completely, turn to 308.*
- *If you only want to read the solution, turn to 430.*

169

You dash down the stairs the way you came. Once out of sight of the steward, you double back and hide in a recess under the stairs, allowing him to run past you. Hopefully, he will think that you ran out the front door. **Pick a number and add your Intuition bonus:**

- *If 2-6, turn to 134.*
- *If 7-12, turn to 454.*



170

"Can you call a special meeting of the membership?" you ask.

Dillon nods. "Of course. No more complicated than a notice in *The Standard*. I can also notify the steward to raise the meeting pennant."

"Do so, then," you say. "I have something in mind the Leonidas Club will appreciate."

"What would that be, Lieutenant?"

"Another Greek invention," you reply. "The Trojan Horse." **Turn to 239.**

171

The constable asks you to follow him as far as the inner barricade where he asks you to wait as he goes off to fetch the detectives. From what you can see the damage is not as severe as the newspapers reported. It seems the station will be back in operation by morning. Soon, the constable returns with Athelney Jones.

- *If you checked Result 1, turn to 360.*
- *Otherwise, turn to 336.*

172

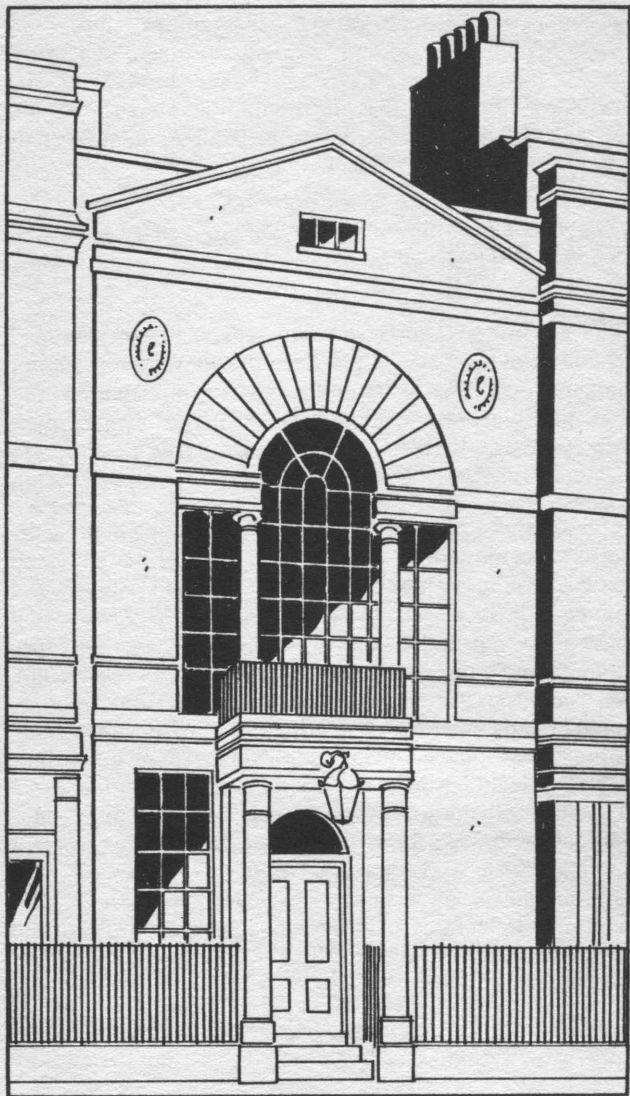
You are certain that this stationery with its mysterious crest is a clue critical to the success of your investigation. The crown and sceptre usually represent the monarch and the shield is emblazoned with an ancient symbol of the British military, often carried by English knights in the crusades. But what do the initials "CV" mean? What is the overall meaning of the letterhead? The very fact it was hidden in a secret, locked, and trapped compartment is an indication of its extreme importance. **Turn to 502.**

173

Boarding a train for Kingston, you and Athelney Jones lay your plans. If Jones succeeds in arresting Major Dillon, the entire treasonous plot will be placed in jeopardy. With Dillon in custody, they will hesitate to act, and the ensuing investigation will bring down the Leonidas Club. You know that treason needs dark places to hatch and grow into maturity. The daylight you intend to bring into the affair will expose the Conquerors and destroy their plot! **Turn to 405.**

174

You decide to pay a visit to the Leonidas Club since it may provide some answers to Jonathan's activities. You know very little about this club, but most of the better clubs in London are for the exclusive use of their very restricted membership. Deciding to try, you hail a cab and drive up to



the entrance. Like many others, the Leonidas Club is not imposing from the outside, conveying an image of genteel dignity and understated elegance. It nestles between a hotel and a private residence, all rising three stories above the street. Only the small brass plaque below the bell pull identifies it as the Leonidas Club. *Check Result X.*

- *If you wish to question the club steward, turn to 320.*
- *If you decide to bluff your way inside, turn to 473.*
- *If you break into the club, turn to 276.*

175

Angered by the attitude of the police, you ponder your next move. Jones, in his haste to blame the Dynamiters for Jonathan's death, is reluctant to accept any information contrary to his preconceived notions. If he will not listen, perhaps Sherlock Holmes will! *Check Decision 8. Turn to 404.*

176

You are more concerned with the RSM at present, as he represents an immediate threat to your life. He lies stretched upon the ground, unmoving. You hear Dillon choking and know he will die unless you attend to him. You hear what could only be a death rattle in his throat and desperately turn to attend him. You are too late! He has choked to death and, when you turn back to the RSM, you find him gone.

Your only recourse now is to go to the police, but you decide nothing more can be gained tonight. Wearily, you make your way to Baker Street, where you tumble into bed.

You rise early the next morning, shaving and changing into the fresh shirt Dr. Watson left for you. After a hearty breakfast prepared by Mrs. Hudson, you set off for Scotland Yard. You wish you had the opportunity to discuss matters with your cousin and Mr. Holmes, but Mrs. Hudson claims that they did not return last night. *Check Result VII. Turn to 520.*

You wonder how to explain the past day's escapades to Colonel Sterling. He will never believe you without convincing evidence. Dillon has served the regiment for years and has been a loyal subordinate to Colonel Sterling for the last five years. In fact, among the junior officers it is said that should the colonel be promoted to brigadier, he will owe much to Major Dillon. From what you know of Colonel Sterling, however, he has no difficulty in taking credit for the accomplishments of others. *Turn to 132.*

You find yourself standing in a small parlour and listen carefully, hearing nothing. As you begin to move toward the front of the house, a voice transfixes you.

"Hello, is there someone there?" It is Mrs. Dillon in the next room. "Please," she calls, "Is someone there?"

You back into the parlour and climb back through the window, moving quietly but quickly. You regret having frightened the poor woman but want to be well away from there if she raises the alarm. *Turn to 393.*

You accompany Athelney Jones on the next train to Kingston. Together, you make your way to Dillon's home, your stomach churning at the prospect of confronting the man who murdered your best friend.

Dillon opens the door to your insistent knock. He is clad only in a nightshirt gown and a foul mood. "What in bloody hell do you want, Watson? And who is this?" he snaps, glancing over your shoulder at Jones, attempting to shade his eyes from the morning sun.

"Your life, Major," you reply coolly, "and I very much suspect someone will attend to that detail soon enough. May I present Mr. Athelney Jones of Scotland Yard? He is here to arrest you."

Startled, he steps back from the doorway and you force your way inside. "Here now. What's this?" he sputters. "Arrest me! Under what charge?"

"For the murder of Jonathan Wheeler," you answer, watching his reaction.

"Knew it was only a matter of time," he says, deflating in resignation. "It no longer matters. The council is done with me. They will kill me anyway, you know."

"I know." You hand him the council order with the deciphered message written above the code. His face pales as he reads it. "Well, are you going to go meekly, like a lamb to the slaughter, or will you fight like a man?"

"Fight?" he asks, "how do you mean?"

"These men have broken faith with you," you say. "You owe them no loyalty."

"Perhaps I do not," he replies, a defeated look in his eyes, "but how do you propose to fight them? I have no idea of their identities, though I know many among the general membership. Besides, I believe in their goals. I swore an oath."

"Yes, the oath," you reply, knowing you have very little time to get him to see things your way, "but they are the ones who have betrayed the oath, not you. They have bartered your blood for political gain!" You see your shot hit home. "Can you call a special meeting of the membership?" you ask.

Dillon nods, "Of course, no more complicated than a notice in *The Standard*. I can also notify the steward to raise the meeting pennant."

"Do so, then," you say. "I have something in mind the Leonidas Club will appreciate."

"What would that be, Lieutenant?" asks Athelney Jones.

"Another Greek invention," you reply, with a tight smile. "The Trojan Horse." *Turn to 501.*



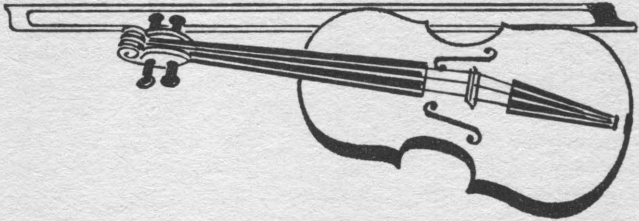
180

You trip as you try to get back down the stairs. Grabbing for the rail, you lose your balance and tumble down the rest of the flight. Everything goes black. When you awaken, Colonel Sterling is standing over you.

"Watson," he demands coldly. "What were you doing above the first floor? You know very well the upper floors are off-limits after hours by my express order."

Thinking as fast as you can under the circumstances, you reply. "It is about Lieutenant Wheeler, sir. I know his father would want to have the cricket trophy which has his name on it. I was packing away his other things and I did not want to disturb you. I lost my footing coming up the stairs." ***Pick a number and add your Communication bonus:***

- If 2-7, turn to 125.
- If 8-12, turn to 524.



181

You see doubt in Jones' face and realize that he is struggling with the concept of a superior in league with conspirators and criminals. But, in the end, your arguments win him over, and he orders you released. Together, you leave the building and set off for the rail station. ***Turn to 173.***

182

"Sorry, Lieutenant. Out of the question, I am afraid. This is an active investigation!"

"Quite all right, sir," you reply. "Thank you anyway." You can afford to be unconcerned because you see that the police are almost finished anyway. You can wait. ***Turn to 344.***

183

With Major Dillon's help, you have no trouble getting past the door. Once inside, you separate and Dillon precedes you into the meeting hall. You choose a seat to one side with a good view of the front, but in the shadow of one of the ceramic pillars. Sitting, you look over the membership with some interest. The last time you were here, you were so intent on events, you had no time for gauging the sort of men capable of the heinous crimes of which the Leonidas Club stands accused.

The men around you appear perfectly normal; the sort of men one might find in a queue at a fashionable men's shop on Jerymn Street or shopping with their wives at Covent Garden. Their treachery does not show, and you are somehow disappointed. **Turn to 189.**

184

As the guard comes down the hallway, he stops to unlock each door and peers inside. You watch him long enough to establish that he is checking rooms on both sides of the hall. You return to Dillon's office and quickly tidy up. Then you close the door quietly, lock it, and replace the key. You take off your footgear and, looking around the corner to see when the guard steps inside the next room, take the opportunity to creep across the hall to the stairs. **Pick a number and add your Artifice bonus:**

- If 2-6, **turn to 391.**
- If 7-12, **turn to 335.**

185

You manage to turn Mores' wrist just as he fires the pistol. The bullet slams into the floor inches from your ear, and you are momentarily deafened. Mores uses the opportunity to pull the pistol from your grasp and tries to level the other barrel. You roll desperately to one side but, instead of the expected report of the pistol, you hear a grunt from your assailant as Dr. Watson's walking stick comes down on his head with a sharp crack.

Mores staggers to his feet, blood streaming down his face, and the pistol dangling from his hand. Dr. Watson advances, his stick drawn back, but Mores levels his weapon and pulls the trigger. There is a click but nothing else, and you realize the pistol has misfired. Mores flings it at Dr. Watson and turns to flee, but by then you have recovered and throw yourself upon him. You hit him hard in the midriff with your shoulder and he flies back against one of Holmes' bookcases. His head hits the corner of the bookcase with a solid thud and he collapses.

In moments, you have him securely trussed. He comes to just as you finish tying the final knot. *Turn to 386.*

186

You no sooner get in the door than you run into your Regimental Sergeant Major, Peter Austin, who is acting as Sergeant-at-Arms for the society. He advances upon you. *Turn to 191.*

187

Stunned, you almost let the four-wheeler get away. The coach rounds the corner before you are jarred out of your trance. Quickly, you race down the street, arriving just as a hansom clatters into the intersection. The driver is clearly headed home but you convince him to carry one more fare and, together, you set off to follow Dillon and the RSM. *Turn to 241.*

188

You are unable to find a telltale, if there is one.

- *If you examine the box, turn to 484.*
- *If you examine the pistol, turn to 247.*
- *If you shut the drawer and leave, turn to 518.*

189

Moments later, the other members enter and find their seats, buzzing with curiosity over the reasons for this special meeting. Major Dillon advances to the front, takes a folded sheet

of paper from his pocket, unfolds it and lays it carefully on the podium. He clears his throat to get the member's attention. Then he begins: "Good evening, Brothers. It was I who called this meeting in my capacity as secretary of the society. I have something to show you." He takes up the piece of paper and holds it for all to see. "This is an official council order," he continues. "It is an order for my execution."

The hall erupts into bedlam as several members spring to their feet shouting at Dillon. A commotion breaks out in the rear, but from your vantage point you cannot see what causes it. When you turn back to the front, you find Dillon surrounded by the Council of Five. They have appeared from nowhere. You wonder if they might have been sitting in the front row and used the uproar to don their masks.

"Stop!" the council spokesman roars. "We will have order here, Brothers." The members quiet at his command. Then a voice comes from the back of the room.

"Is it true, Leader? Did you order this brother's death?"
Turn to 194.



190

You decide to visit Sherlock Holmes for advice. Mrs. Hudson answers your knock, informing you that Mr. Holmes is upstairs in his sitting room. You climb the stairs and find him at loggerheads over his own case and quite pleased to get his mind off it for a time. He asks you to tell him what you have found. You relate your findings in great detail and wait to hear what he has to say.

"May I see the button?" he asks. You dig it out of your pocket and hand it to him. "Give me a full description of the regiment's mess uniform," he demands rather peremptorily. You know he is not being impolite; rather, his brusque manner masks an intense interest.

You describe the uniform as much detail as you can remember. When you finish, he takes out his magnifying glass, a compass, pen and paper. As you watch, he makes measurements on the face of the button and then writes furiously, referring to a mathematics text from time to time. You wonder what he is doing. "Hah!," he crows at last. "I have it!"

"What do you mean Mr. Holmes?" you ask apprehensively. "Have what? Did I make a mistake in my deductions?"

"No," he replies. "Your deductions were fine, as far as they went, but I have carried them a step further. Observe. Note the wear marks on the face of the button. Here, use my glass," he laughs as you squint trying to see the marks. "They are faint, but they are there." Now that he has pointed them out, you can see them. "Those marks are from an officer's silver-edged cross belt," he continues. "They lie at a precise angle, permitting an estimate of the height of the wearer. The relatively large angle from the vertical points to a man of less than average height, and the slight arc in the diagonal marks indicates that he is a man of some girth. Also, the button is worn, suggesting the owner has seen many years of service. In sum, the man you are looking for is just over five feet four inches in height, weighs approximately 170 pounds, and has at least twenty years of active service. Do you know anyone who fits that description?" *Check Clue N.*

- *If you checked Clue H, turn to 379.*
- *Otherwise:*
 - *If you suspect the RSM, turn to 482.*
 - *If you suspect Major Dillon, turn to 432.*
 - *If you suspect Colonel Sterling, turn to 222.*



191

You grab for the pistol Jones gave you for protection. You manage to level it before the RSM can get to you, then you hold him off while you back out the door. **Turn to 286.**

192

You dash down the stairs three at a time and run out the back into the woods. Slowed by the equipment he carries, the guard trails far behind you. Exhausted from the chase and the tension, you hurry to your room, hoping that the guard did not recognize you.

- *If you checked Result IX, turn to 283.*
- *Otherwise, pick a number and add your Artifice bonus:*
 - *If 2-7, turn to 272.*
 - *If 8-12, turn to 522.*

193

The light from the police constable's lantern blinds you; you have difficulty getting up the stairs.

- *If you continue the investigation on your own, turn to 425.*
- *If you visit the police, Check Decision 6 and turn to 390.*
- *If you visit Sherlock Holmes for help, turn to 404.*

194

"It is true, Brother," the spokesman says then, holding up his hands to quell the rising questions, he continues, "and with good reason. This brother," he points at Dillon, "has dishonored us all by his rashness and, worse, imperiled our cause. Yet, he is unrepentant. He has become unstable; his dependence on alcohol is growing and his ability to reason is diminishing. There will be other incidents, you can be sure. He will be the death of our cause! We must act now to defend the cause to which we are all sworn!"

- *If you stay quiet, turn to 433.*
- *If you confront the council, turn to 196.*

195

Your investigation comes to an end. Even Sherlock Holmes admits that it was not a bad effort for an amateur. You have caught Jonathan's murderer and exposed a treasonous plot in the bargain! The fact that the plot leaders, the Council of Five, escaped is the only unfortunate aspect of the case.

- *If you try to solve the mystery more completely, turn to 308.*
- *If you want to read the full solution, turn to 430.*

196

"Then you have no reason to kill Major Dillon," you cry in a loud voice, standing to face the council, "for your plot is already exposed!" You hear a collective gasp from the members. You address the council spokesman. "Just what did you hope to gain by all this?" ***Pick a number and add your Observation bonus:***

- *If 2-7, turn to 208.*
- *If 8-12, turn to 215.*

197

As you stand up and brush yourself off, you see the police have finished their work and are leaving. The sergeant comes over to you. "We are leaving now, Sir. Will you be coming with us?"

"Not just yet, Sergeant," you reply. "I should like to poke around a bit more."

"Very well, sir," he answers. "Just move the barricade back when you leave, if you would."

"Certainly, Sergeant," you agree, relieved they have not forced you to leave with them. ***Turn to 148.***

198

You decide that the ticket stub you found in Jonathan's cloak might convince the police to widen the scope of their investigation. You hail a hansom and drive to Scotland Yard, hoping you still have time to catch the detective, Athelney Jones, before he goes home. When you arrive, you find the building just as busy as the last time you were here. You tell

the constable at the front desk that you have information which might be of interest to the detectives investigating the bombing at Paddington station. He directs you to a room on the first floor, one flight up. Locating the room, you rap on the door and enter. You find Jones seated at a cluttered desk, sorting through a pile of papers.

"Here, what's this?" he cries. "Not another visitor just as I was preparing to leave."

"I am afraid so," you reply as you enter, closing the door behind you. "Sorry," you extend your hand. "You may not remember me, Mr. Jones, though we have met. I am Lieutenant Charles Watson, Royal Army, and I am here to see you about the bombing at Paddington Station. You are the detective assigned to the case?"

"Why, of course I am," he replies, shaking your hand. "What is it you wanted to see me about, Lieutenant?" **Turn to 254.**

199

You lift the pistol out of the drawer and smell the barrel. It has been fired recently! Was this the weapon used to kill Jonathan?

- *If you take the pistol, turn to 150.*
- *If you leave the pistol, turn to 361.*



200

You accompany the sentry to the Sergeant-of-the-Guard's office, where you repeat your story to him. To your utter amazement, the man accepts your account of the affair. He apparently has a childlike trust in his superior officers, a trust you have dishonored tonight. You know your investigation serves a higher end, but right now you feel soiled. **Turn to 127.**

201

The council spokesman appears to be as stunned as you. But he recovers. "Well, Brother, perhaps you are right," he purrs, appearing to consider Dillon's point. "Let us permit the membership to decide. Sergeant-at-Arms, will you come forward?" You look to the rear of the assemblage to see your Regimental Sergeant Major, Peter Austin, striding purposefully forward. "Take this brother into custody," orders the spokesman.

- *If you give a signal to the police now, turn to 231.*
- *If you confront the council, turn to 248.*

202

You wait for the sentry patrolling the outside to go around the corner, leaving the rear unguarded. You walk quickly to one of the rear doors which has a broken lock. Opening the door, you close it quietly behind you and climb silently up the stairs to Major Dillon's office. **Turn to 509.**

203

Members begin leaving just before midnight, but the rush does not come until nearly two o'clock. After that, there is only the occasional straggler. It is nearly four o'clock before you admit to yourself that either Dillon has decided to stay the night at the club or you have somehow missed him in the crowd. Since you now know these men are plotting treason, you feel you can no longer keep what you have learned to yourself. It is time you bring the police in on the matter, even if you have not gathered enough evidence to allow the members to be brought to trial. **Turn to 104.**

204

The Chief Inspector stands as Athelney Jones ushers you into his office. "Ah, yes, do come in, Lieutenant Watson," he says with a smile that shows too many teeth. "A pleasure to have you take an interest in this case. Always delighted when a member of the public takes an interest in police matters." You find yourself disliking him intensely for no apparent reason.

As the meeting progresses, you come to the inescapable conclusion the Chief Inspector is very subtly suggesting you are somehow in league with the terrorists. This could be disastrous to your investigation! *Check Result I. Pick a number and add your Communication bonus:*

- If 2-7, turn to 445.
- If 8-12, turn to 342.

205

After a wait of several hours, you see Dillon weaving his way out of the club to hail a four-wheeler coming down the street. The night air has become cold and, once inside the cab, he raises the windows before leaning out the other side to give the driver instructions. *Pick a number and add your Observation bonus:*

- If 2-7, turn to 217.
- If 8-12, turn to 329.

206

You manage to turn Mores' wrist just as he fires the pistol. The bullet slams into the floor inches from your ear, and you are momentarily deafened. Mores uses the opportunity to pull the pistol from your grasp and tries to level the other barrel. You roll desperately to one side but, instead of the expected report of the pistol, you hear a grunt from your assailant as Dr. Watson's walking stick comes down on his head with a sharp crack.

Mores staggers to his feet, blood streaming down his face and the pistol dangling from his hand. Dr. Watson advances, his stick drawn back, but Mores levels his weapon and pulls the trigger. There is a click but nothing else and you realize the pistol has misfired. Mores then flings it at Dr. Watson, but by then you have recovered and throw yourself upon him. You hit him in the midriff with your shoulder but much harder than you intended and he flies back against one of Holmes' bookcases. His head hits the corner of the bookcase with a solid thud and he collapses. In moments, Dr. Watson confirms your fears. Mores is dead. *Check Result VIII. Turn to 495.*

207

You walk into Kingston, hoping the darkness will cover your actions. You dislike what you are about to do, but the stakes are high, perhaps even higher than you know. If Dillon is implicated in Jonathan's death, you not only want him to pay for the loss of your friend, but you also want to foil whatever scheme Dillon wished to have protected by the action. **Turn to 132.**

208

You hear one of the council members whisper something but cannot tell what it was. **Turn to 267.**

209

You wait several minutes, then go up to the door and pull the bellcord. After a moment, the door is opened by a maid in a housecoat. You decide to bluff your way inside, sensing that she is sleepy and not inclined to argue. **Pick a number and add your Artifice bonus:**

- If 2-5, **turn to 225.**
- If 6-12, **turn to 106.**

210

You are taken to your cell and thrown to the floor. The door slams shut and the sound of retreating footsteps comes through the door. You roll painfully over and your hand touches a body. There is someone in the cell with you! As your eyes gradually adjust to the dim light, you see a man's body huddled in a corner. You pull yourself over to the still form and, shaking the him gently, are rewarded with a low groan. At least he is not dead, you think. You shake his shoulder a little more insistently. He groans louder.

"Are you awake?" you ask.

"God, I rather hope not." comes the answer, delivered in a low groan.

"Well, I'm afraid you are," you reply grimly. "I am Lieutenant Charles Watson, Fifth Northumberland Fusiliers."

"Neville Mores, First Lieutenant, HMS Defiant," he says. "Cannot say I am pleased to make your acquaintance. If it is all the same to you, I would rather be on one of the Pacific Isles I left two months past."

"And I would like to be with you," you reply, smiling in spite of the pain it causes. "But that is not the case, unfortunately. Tell me how you came to be here."

"I was brought here by my captain several nights ago. It is impossible to be certain how long ago as it is always dark down here. Thursday, it was. There was a ceremony," he stops and coughs.

You prompt him to continue.

"There were five of us, all candidates for this club. A fine club, I was told! One of the best in London. An honor to be asked to join. Do you know what they did?" he asks in a choked voice and then continues before you can answer. "They killed him! Shot him dead right in front of us! Oh God!"

"What happened then?" you prompt.

"Oh, they hurried us out, right enough. But not before demanding our oaths. That was all I could stomach, I can tell you. Refused them, I did."

"And then?"

"They beat me," he replies. "Hurt my leg. I can barely stand. Not broken though; just twisted."

"I was in here just a short time ago," you comment curiously. "I made a careful search of the room and I am sure you were not here then. Is this a different cell? It looks and smells the same."

"I cannot say where you were before," he replies, "I can only say I was brought here after seeing one of the council leaders. They persist in asking me questions that make no sense and strike me when I do not answer to their satisfaction. I believe they intend to kill me just as they did that other chap. But, Watson, what about you? Why are you here?"

- *If you confide in him, turn to 312.*
- *If you tell him little, turn to 233.*

211

You believe the evidence you possess is enough to convince the police to widen the scope of their investigation. You ask for Mr. Athelney Jones, the detective assigned to head the investigation. From the first, it is evident that he does not believe you. He pays little attention to your evidence and theories; his only interest is in your description of the terrorist leader you know as Sean O'Grady. Angry, you leave as soon as you can.

- *If you continue the investigation on your own, turn to 359.*
- *If you visit Sherlock Holmes, turn to 175.*

212

You find yourself suddenly suspicious of Mores. It seems a little too much of a coincidence that he appeared in your cell immediately after it became apparent to the council spokesman you would not reveal the names of your friends. On the other hand, you must admit that he does not appear very interested in your investigation. He did not ask any questions designed to draw you out. You begin to think you are seeing enemies behind every door. **Turn to 263.**

213

You must seek Holmes' assistance!

- *If you checked Clues I, J, and K but not Clue L, Check Result III and turn to 287.*
- *If you checked Clue L, turn to 190.*
- *Otherwise, turn to 255.*

214

You follow the RSM from the club to the train station where he boards the train to Kingston. You decide not to follow him because you have business with the police tomorrow. Wearily, you make your way to Baker Street where you tumble into bed.

You awaken early the next morning, shaving and changing into the fresh shirt Dr. Watson left for you. After a hearty breakfast prepared by Mrs. Hudson, you set off for Scotland Yard. You wish you had the opportunity to discuss the matter of the RSM and Dillon with your cousin and Mr. Holmes, but Mrs. Hudson claims that they went out and did not return last night. **Turn to 520.**



215

You hear one of the hooded council leaders whisper your name. **Pick a number and add your Intuition bonus:**

- **If 2-7, turn to 251.**
- **If 8-12, turn to 253.**

216

You strain to hear what Dillon says and, from what you can understand of the conversation, the council spokesman accuses Dillon of acting preemptorily in killing Lieutenant Wheeler! He is concerned there might be repercussions over the incident. Dillon, for his part, defends his actions and claims it was his duty, as sponsor, to dispose of Wheeler when he refused the oath. There is then some allusion to Dillon having placed an entire cause in jeopardy. The leader demurs, and you gather the matter is far from over. The conversation becomes more and more heated, and Dillon finally throws his hands in the air and stalks out. **Check Clue T. Turn to 382.**

217

As you leave your hiding place, you spy movement in the shadows further down the street. You look again but see nothing; the poor light must be playing tricks on your eyes.

- **If you hop on the back of Dillon's cab, turn to 363.**
- **If you go to the police with the evidence, turn to 104.**

You search doggedly through rubble of the damaged station. Just when it appears that your efforts are to no avail, a glint of gold catches your eye. You bend down to see what it is, trying to reconstruct the same light angle. At first you see nothing, but then the object catches the lantern light, reflecting brightly. Something is wedged under the debris from the shattered stairs. It is tightly wedged and you have to work to extract it. Carrying it over to one of the lanterns, you examine the object: it is a gold button from an army officer's mess uniform, one belonging to the Prince of Wales Own Light Horse! *Check Clue L. Pick a number and add your Intuition bonus:*

- If 2-6, turn to 144.
- If 7-12, turn to 349.

You manage to get a cab and, loading the plump major in, you head for Scotland Yard. Dillon remains quiet during the trip but you are fairly certain he is no longer unconscious, though you doubt he has any real idea what is happening.

When you arrive, you tell the constable on duty at the desk that you have apprehended the man who bombed Paddington Station. In moments, a detective appears and ushers you into an office while a doctor is summoned to attend to Dillon. The detective asks you to explain.

"I would prefer to speak with Mr. Athelney Jones," you reply. "He knows me and it will save time."

"Mr. Jones is away overnight on another case," the detective says. "But Chief Inspector Stern has been informed and will see you shortly." You try not to show your concern. "And, Lieutenant," the detective continues in a flat tone, "I ought to warn you; the man you brought in denies he had anything to do with the bombing. He claims you tried to murder him."

At that moment Chief Inspector Stern comes through the door. *Check Result VII. Turn to 325.*

220

You dash down the stairs the way you came. Rounding the corner in the hall, you try to find a place to hide when you run into three men coming the other way. The four of you crash to the floor and, before you can get away, the steward appears and commands the men to hold you.

You lash out, catching one of them a glancing blow on the cheek, but it is the last punch you will throw today. Out of the corner of your eye, you see the man behind you raising a wooden club. You pivot to face him but are too slow.

- *If you checked Result X, turn to 304.*
- *Otherwise, turn to 115.*

221

You thought there would have been something in the bookcase but this time, at least, you will be disappointed. Now you have to decide whether to make another search. The longer you stay here, the darker it will get, forcing you to use a light, and the more dangerous it will become. Should you risk another search?

- *If you leave, turn to 284.*
- *If you make another search, pick a number but subtract 1 for each search you have made (you may search the same item more than once):*
 - *If 2-4, turn to 228.*
 - *If 5-12, turn to 463.*

222

Although Colonel Sterling does not match Holmes' description, he is the commanding officer, and you cannot believe he could not be involved. You decide to put him under the magnifying glass. Taking your leave of Holmes, you catch the next train to The Keep.

- *If you observe Colonel Sterling at the mess, turn to 270.*
- *If you search Colonel Sterling's office, turn to 446.*

The barkeep becomes suspicious as soon as you bring up the name of Gladys O'Keefe. He claims that Gladys O'Keefe was an only child. An angry crowd gathers. Several pull out knives and clubs. **Pick a number and add your Athletics Bonus:**

- If 2-7, turn to 237.
- If 8-12, turn to 275.



You climb the steps behind the four men, who barely notice you. They are concentrating on getting by the club steward, a formal and forbidding figure who visibly disapproves of their boisterous manner. You move close to the rear man in time to hear the club steward ask: "Will you gentlemen be staying for supper?" It is an odd question at this time of night, well past the dinner hour. All the men of the group take out cards, and you pull out your own. The man in front says something to the steward you cannot hear and goes inside, followed by the next man.

Fortunately for you, the next man is a little louder than his companions and you hear what he says. "Tell the Greeks I am here, guarding the way," he says. Now you have all the information you need. When it is your turn, the steward looks at your card and then at you. You repeat what you heard the man in front of you say. He steps back and you enter the Leonidas Club! **Turn to 378.**

The maid does not put up much of an argument when you tell her that you are an out-of-town member staying in one of the guest rooms. She steps back and allows you to enter, asking you if you would care for tea. When you refuse, she leaves.

The club is deserted. Everyone is asleep, except for the RSM and those to whom he is reporting. You cannot tell which room he is in, so you decide to find a dark corner in which to wait. After nearly ten minutes, you hear someone coming from the back of the house. The maid appears with a tray laden with tea and a cup and saucer, looking for you.

You walk over to her as she places the tray on one of the low tables in the hall leading to the foyer.

"Your tea is ready, sir," she says as you walk up.

"But I did not want any," you protest, taking the cup she hands you. You hear the rustle of cloth behind you as something hard crashes against your head and the world goes dark.

- *If you checked Result X, turn to 304.*
- *Otherwise, turn to 115.*

It is almost two hours before Athelney Jones arrives at 221-B Baker Street. You had hoped that Sherlock Holmes would have arrived before now, because Jones is somewhat intimidated by your cousin's friend. And in spite of what Dr. Watson says, you think there is chance Jones will attempt to downplay the importance of what you have learned. You do not expect Mores to be of any assistance in the matter either.

As you expected, Jones begins by complaining he is too busy to listen to your theories. You note with amusement that he waited to complain until he was certain that Sherlock Holmes was not present.

"Come, come now, Mr. Jones," Dr. Watson says soothingly. "Surely you have time to listen to the Lieutenant. I can assure you the message I sent was in deadly earnest. Or is your morning too busy to listen to evidence of plots against the realm?"

Jones backs down immediately, just as you knew he would. He may be a pompous fool at times but his instincts for self-preservation are very keen. "No, no. Of course not, Doctor. Be happy to listen to the young man," he answers, glaring at you. **Turn to 139.**

227

You make a gallant struggle of it but, in the end, the weight of numbers tells and you feel something hard crash into the back of your skull! Your world goes dark as pitch. **Turn to 115.**

228

You suddenly hear the scrape of a boot heel coming down the hallway. The watch is changing, and there is no way to explain your presence in the adjutant's office at this late hour. The sentry has the keys to all the offices. You have time, but you must leave now to avoid being caught. **Check Result IV.**

- *If you desire to continue the search after avoiding the guard, turn to 184.*
- *If you leave to visit the Leonidas Club, turn to 284.*
- *If you have not checked Decision 10, you may leave to search Major Dillon's house. Turn to 280.*

229

You decide that an examination of the items in the drawer is not worth alerting Major Dillon that he is under suspicion. Regretfully, you close the drawer. **Turn to 518.**

230

You decide to visit Sherlock Holmes. He will be able to tell you if you have gathered enough evidence to expose the criminals at the Leonidas Club. He may also be able to help you unravel their plans. There is still much you do not understand about their ultimate aims and Athelney Jones, with his shortsighted attitude toward quick justice, may well drive the movement underground (with a public arrest) without seriously disrupting the plot. After all, you have little direct evidence to convict or even identify the society leadership.

It is early morning before you pull up outside 221-B Baker Street. You get out and, helping Mores from the cab, go over to ring the bell. No one answers.

You are at the point of leaving when another cab pulls up, and Dr. Watson gets out. **Turn to 485.**

231

You decide discretion is indeed the better part of valor in dealing with this unbalanced lot. You stand and unobtrusively make your way to the rear of the hall. Since nearly half the membership is still on their feet, you have no great difficulty leaving the room. **Turn to 258.**

232

It is fully dark when you reach Kingston. You hail a hansom; it drops you a little more than two blocks from the house. **Turn to 132.**

233

You give Mores a brief summary of your investigation, but you do not tell him all you have learned about the Leonidas Club and do not reveal the part Sherlock Holmes and Dr. Watson have played in your investigation. **Pick a number and add your Intuition bonus:**

- If 2-7, **turn to 269.**
- If 8-12, **turn to 212.**

234

You still do not have enough information to justify going back to Holmes, much less bringing in the police and decide to try to return to the club. Perhaps there is a way in through the upper floors. You search for stairs or some other way to the roof, walking down the block and keeping in the shadows. It is well you did, for moments later two traps clatter down the street and stop in front of the club. A gang of roughs come out of the club, climb in the traps and clatter off in opposite directions. You duck into a basement entrance as they pass. Those men may be looking for you! All the better, because now there will be fewer eyes to recognize you—if you can get back into the club.

You continue along the street until you spy what you were hoping to see. One of the houses in this block is vacant, having a "To Let" sign in the window. You go to the end of the block and then around into the mews, counting carefully until you come to the right house.

Crossing the garden, you come to the back door. Finding it unlocked, you push the door open and enter. The house smells musty; you estimate that it has been unoccupied for months. At the front of the house, you see by the light of the streetlamps coming in through the front windows and climb the stairs to the top floor. Risking a match, you find the trap door to the attic.

Pulling it open, you see a ladder which automatically extends as you pull the trapdoor open. You climb the ladder, hoping the attic will have a window facing out onto the roof. It does! In moments you stand outside one of the attic windows of the Leonidas Club. Climbing in that window, you make your way to the stairs. ***Pick a number and add your Artifice bonus:***

- ***If 2-6, turn to 519.***
- ***If 7-12, turn to 133.***

235

The Provost Marshal does not believe you, not the least because Colonel Sterling is already convinced you are guilty. He orders you to your quarters to await proper investigation of the matter. In effect, you are under house arrest and can no longer conduct your own investigation. You have failed! Now it is up to Sherlock Holmes to solve Jonathan's murder.

- ***If you begin again, turn to 308.***
- ***If you want to read the solution, turn to 430.***

236

It seems the RSM, like the lady who protests too much, is just a little too hostile. You wonder if perhaps he knows something he is not willing to share with you. You cannot question him more closely about it now. If the RSM wants you to know, he will tell you; otherwise, red-hot tongs could not drag it out of him. ***Check Clue D. Turn to 340.***

237

Casually, you start for the door, but the mob is ready for you. They close in before you can cross the floor, blocking your escape. You know they are spoiling for a fight and would like nothing better than for you to resist. There are far too many of them for you to fight, so you submit to capture. They truss you tightly and carry you down to a darkened cellar, where they leave you in the dark.

You wait, fearing the worst and knowing you have a chance only if one of the leaders appears. But, from the looks of things, that may not happen and you will be left to the mercies of the cutthroats upstairs.

After a time, you hear the door at the top of the stairs creak open, but then there is a great commotion, and the sound of splintering chairs and breaking glass mixes with shouts of angry men and cries of the injured. Then there is an ominous silence.

Moments later, the door opens fully and a police constable stamps down the stairs. The constable informs you that the pub was raided as part of the ongoing investigation into the bombing at Paddington. After identifying yourself, you are released and asked to come upstairs to make a statement. ***Pick a number and add your Observation bonus:***

- ***If 2-7, turn to 193.***
- ***If 8-12, turn to 411.***

238

Dillon proceeds to get very drunk and then eventually leaves in another cab, followed by the RSM.

- ***If you follow them, turn to 167.***
- ***If you go to the police, turn to 104.***

239

Major Dillon makes all the necessary arrangements, and the two of you depart for 221-B Baker Street to set your trap with the assistance of Dr. Watson and the detective, Athelney Jones. ***Turn to 501.***

You make your way through the busy rail station to an Underground entrance inside Paddington Station. At a police barricade, you find a constable preventing entry to the Underground.

"Sergeant," you say, "I am Lieutenant Watson. I have been charged by my commander to ensure that Lieutenant Wheeler's personal effects have been recovered. I should like to inspect the area."

"Cannot let you in on my authority, sir," the constable replies, "The detectives must do that." ***Pick a number:***

- *If 2-4, turn to 403.*
- *If 5-8, turn to 171.*
- *If 9-12, turn to 323.*



In your hansom, you follow Dillon's cab to a pub not three blocks away. You order your driver to pull over while you watch Dillon weave his way into the pub. The RSM follows him a moment later. Paying your driver, you go the window of the pub and peer inside. Dillon is drinking whiskey at the bar while the RSM is sitting across the room in a dim corner, a mug in his hand. It looks to you as if the RSM is watching Dillon, although you do not believe the major is aware of the RSM's presence. ***Turn to 238.***

242

"I may be mistaken, but I believe this is a cloak check stub, although I cannot say where it came from," you comment, handing the ticket to Holmes.

"You would be right," Holmes replies approvingly. "I published a monograph on ticket stubs just last year. The police have already used it to solve a forgery. This one came from the Leonidas Club, a gentlemen's club catering to high ranking military officers. Here," he continues, reaching behind him and pulling out a folder to hand to you.

You turn to the entry detailing the Leonidas Club and find that Holmes is correct. *Check Clue B.*

- *If you checked Clue C, turn to 166.*
- *If you checked Clue D, turn to 413.*
- *If you checked Clue E, turn to 331.*
- *Otherwise, turn to 281.*

243

From the numbers present, you surmise that the meeting hall must be filled to overflowing; everyone in the club appears to be in the meeting. This presents a unique opportunity for you.

- *If you attend the meeting, turn to 324.*
- *If you look around the club while the meeting is in progress, turn to 147.*

244

You try to swing around to face the man behind you, knowing you will be too late. Something hard crashes against the side of your head, and you feel yourself falling to the ground. It seems to take forever, and everything goes black.

- *If you checked Result X, turn to 304.*
- *Otherwise, turn to 115.*

245

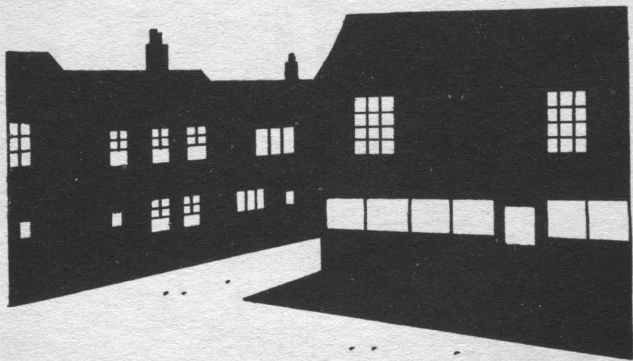
"I suppose it will be all right, Lieutenant. We are almost finished," the detective says, turning back to the constable. "Let the Lieutenant in, Sergeant." *Turn to 449.*

You stop in the shadows long enough to write your name on the calling card you took from Major Dillon's desk. Then you walk without hesitation to the door and pull the bellcord. In seconds, the door opens to reveal a man as starched and formal as his dress. This must be the steward, you realize.

"Good evening," you say, handing him the card you so recently prepared. He looks at it intently, then at you, as if searching his memory for your face.

"Good evening, sir," he replies finally. "Will you be staying to dinner?"

"No," you answer, somewhat nonplussed by the question. (It is well past the dinner hour.) "I will be here for only a short period of time." You decide the best approach with this particular door guard is a aggressive one, else he will surely catch you in a mistake. *Check Deduction 3. Turn to 162.*



You lift the pistol out of the drawer and smell the barrel. It has been fired recently! Was this weapon used to kill Jonathan? ***Pick a number:***

- If 2-6, ***turn to 444.***
- If 7-12, ***turn to 486.***



248

"Stay where you are, Sergeant Major," you command in a loud voice, as you stand and pull out the pistol Athelney Jones gave you for protection. "Your plot has failed." There is a collective gasp from the members. You address the council, "Just what did you hope to gain by all this?" *Turn to 267.*

249

You examine the buttons carefully but see nothing untoward. The buttons are present, tarnished and worn. You are confused; is it possible that Major Dillon is not your man? That leaves you with only one other avenue to pursue, the Leonidas Club. If you depart now, you still have time to escape the dinner. Making your apologies, you leave. *Turn to 265.*

250

Though you search doggedly through the rubble, it appears that the police have found everything of interest. *Check Result III. Turn to 128.*

251

The voice is familiar but in this setting you just cannot place it. *Turn to 267.*

252

You climb into the window as silently as you can, holding your breath as your foot comes down harder on the floor than you would have liked. Fortunately, no one appears to have discovered you. Carefully, you creep across the room and open the hallway door. You hear voices downstairs and decide to make your way down the stairs to investigate. On the second floor, you have a clear view of the front door. Members are arriving in droves, climbing the stairs to a meeting hall on the first floor. Something important must be happening. You descend the stairs and follow the crowd into the room. *Turn to 243.*

253

That voice! You have heard it call your name a hundred times before, but not in this setting. How very appropriate, you think. Once or twice you wondered why he was not a member here. *Check Deduction 6. Turn to 271.*

254

You tell Athelney Jones about the ticket stub you found in Jonathan's pocket and mention that Sherlock Holmes has confirmed the fact the stub came from the Leonidas Club. You avoid mentioning your other suspicions.

"I know Mr. Sherlock Holmes," Jones replies when you finish, "A brilliant theorist but not really a proper detective, is he?. He confirmed it, you say? Does he also share your reservations about the Dynamiter's involvement?"

"I must confess he does not," you answer. Jones muses over your words for a moment. You have the idea he is a bit more impressed with Mr. Sherlock Holmes than he cares to admit.

"Well then," he says pronouncing final judgement, "I do not believe this stub has anything to do with the killing. The young man was something of a rakehell and may have visited that club on many occasions. It is not significant. I am convinced that the Dynamiters committed the crime and the fact that your friend was a British army officer was only icing on their cake. Now, Lieutenant, if you will excuse me, I shall finish what I was doing and go home to a cold supper." You know when you have been dismissed. It seems to happen all the time. You thank Mr. Jones and turn to leave, closing the door behind you.

- *If you visit the scene of the crime, Check Decision 3 and turn to 240.*
- *If you make the round of the East End pubs which are suspected Dynamiter meeting places, turn to 306.*

255

You decide to visit Sherlock Holmes for advice. Mrs. Hudson answers your knock, informing you that Mr. Holmes is upstairs in his sitting room. *Turn to 146.*

256

You realize that Dillon is choking and decide to clear his air passage. You roll him over and open his mouth, managing to get him breathing somewhat normally, though he is still unconscious. When you turn to check the RSM, you find him gone. *Turn to 219.*

257

You wait for nearly an hour before the RSM comes back out of the club. You hear him give the driver instructions to drive to Waterloo Station and suspect that he is going back to Kingston. *Turn to 317.*

258

You open the door and, taking the police whistle you had secreted in your pocket, blow the signal for which Athelney Jones is waiting. Once you see that the police are on their way, you go back inside.

Entering the foyer, you note, several members have heard the signal but do not yet know what it means. They are standing in the doorway looking at you.

"What was that, Brother?" one of them asks.

"Just a pickpocket, Brother," you reply glibly, "He ran past the club entrance with the police in hot pursuit." You reach the meeting hall entrance just before Athelney Jones and half the London police force storm through the front door.

"The police!" one panic-stricken member cries. Pandemonium erupts in the hall. You try to push your way through, but it is difficult as you are fighting the flow of traffic. *Turn to 259.*

259

As you push through the crowd, you catch glimpses of the council members in the front of the hall. Taking the revolver Jones gave you from another pocket, you brandish it to clear your way.

Though the members give you a wide berth, you can see that you will be too late. The council members are leaving though a secret passageway at the front of the hall. That is how they managed to appear and disappear right in front of your eyes. One of the pillars is a cleverly designed staircase leading down! The last to descend is the RSM, who prods Dillon down the stairs in front of him.

- *If you follow them, turn to 442.*
- *If you go back to get the police, turn to 351.*

260

Once again, you wonder at your chance meeting with Lieutenant Mores. He claims to be a First Lieutenant, but he looks several years younger than you. He also has a distinct regional accent, though you cannot place it precisely, and he has none of the public school manners and diction you would expect in a potential candidate for the Leonidas Club.

You also find it interesting that, by escaping with you, he has achieved precisely what the council spokesman wanted to know. Should he be a spy for the Leonidas Club, you have led him straight to Dr. Watson and Sherlock Holmes! You decide that the danger cannot be ignored. *Check Deduction 5. Turn to 511.*

261

You suddenly find yourself very unwelcome at the bar. Several of the mob pull out truncheons and knives. You must leave immediately.

- *If you continue the investigation on your own, turn to 425.*
- *If you go to the police, Check Decision 6 and turn to 390.*
- *If you visit Holmes, turn to 404.*

262

You carefully examine the contents of the basket. Several of the items catch your eye. One of the newspapers, a copy of last Wednesday's *Standard*, has a box in the personal advertisements circled. It is a notice announcing a general member-

ship meeting at the Leonidas Club. Also, you find the coin is a cheap imitation of an ancient Greek coin, and in very small letters on the back are the initials "L.C.". Finally, the cigar butt has a gold band which has not been removed; and the same initials "L.C." appear on the band. *Check Clue M.*

- *If you leave, Check Result III and turn to 128.*
- *If you continue to look around, turn to 197.*

263

Several hours go by before you hear footsteps coming down the hall. The door swings open, and two men stand silhouetted by the light of an oil lamp on a small table behind them. One of the men is armed with a pistol, but your attention is focused on the other, who is carrying a tray of food. You had forgotten how long it has been since you have eaten.

He lays the tray on the floor and backs away carefully, all the while covered by the man with the pistol. As they go out the door, you see a handkerchief flutter from the man's pocket and fall to the floor near the door.

The two of you make short work of the meal. You must admit that the Leonidas Club does not stint on food. The meal is one of the finest you have had in a long time, though it was painful to chew and you are forced to eat it with your hands, as your jailers are not about to give you silverware. You are looking for something upon which to wipe your hands when you remember the handkerchief the guard dropped.

You reach out for the handkerchief and find it caught in the door. Pulling it toward you, the door swings open and you realize the cloth prevented it from latching properly. You have an opportunity to escape!

Then you are faced with another dilemma. Should you take Mores with you? You may have to move fast, and Mores' injured leg could slow you down. Perhaps you should go alone and bring back help. On the other hand, if your jailers find you missing, they might be tempted to vent their frustration on Mores.

- *If you take Mores with you, turn to 355.*
- *If you leave Mores behind, turn to 277.*

264

You swing Dillon around, trying to throw him out of your way. Unfortunately, the attacker's club strikes, and you hear a sickening crunch as it strikes Dillon's head. He goes limp, falling into your assailant, who stumbles and falls. You are on him in an instant. Lashing out with your fist, you catch him a hard blow under the jaw, and he moans and falls quiet. Only then do you realize the attacker is the RSM Peter Austin. Dillon begins to choke.

- *If you turn your attention to Major Dillon, turn to 423.*
- *If you concentrate on the RSM, turn to 176.*

265

Returning to your room, you change clothes and hurry to the train station. **Turn to 174.**

266

You decide to investigate the Leonidas Club in London, hoping to find something to explain why Jonathan was killed. While you are certain that there will be no incriminating evidence just lying around, perhaps clues exist to explain the mystery. Are there others involved besides Dillon? If so, what possible threat could Jonathan have posed to them? Jonathan's father is a powerful man and would make a dangerous enemy, even from distant Singapore. Dillon's motivation must have been powerful, indeed. **Turn to 296.**

267

"If you would like to know our aims, I would be most happy to tell you," the spokesman breaks in smoothly. "I am confident that you will not find them alien to your own views."

"Do not be so confident," you reply.

"Well, hear me out, Lieutenant, and then judge. I know you are aware of the Dynamiters, those upon whom we attempted to blame the unfortunate accident involving Lieutenant Wheeler."

"Yes, I know that you tried to blame the murder on them," you correct him.

"Ah, yes. Well, murder is such a strong word, do you not agree?" Then, seeing your expression, he rushes on. "In any event, it is the Dynamiters and other criminals of that ilk whom we oppose, creatures of mean streets and dark of night. They create the atmosphere of terror in which we live. They breed it, draw nourishment from it, and revel in it. They kill randomly and wantonly, for the sheer pleasure of it. They care not for their victims; women and children are just as much at risk as any of us. They do not have the courage to fight in the open like men.

"They are destroying the very fabric of British society," he continues. "People are afraid to gather anywhere for fear of them. We are the strongest and richest nation in the history of the world and we dare not deal with a few criminals hiding in our midst like wolves among sheep.

"And do you know the reason we do not defend ourselves?" He rushes on without giving you a chance to answer. "It is because of those cowards in Parliament! They tie the hands of the police. They bury the army and navy in mountains of paper. And now the worst of them seeks to give away a very part of the United Kingdom to appease these criminals! Give it away! Can you imagine?

"What is needed is a firm hand. The firmness only a monarch can wield, a monarch unfettered by parliamentary rules designed to protect criminals at the expense of their victims. That is what we intend. It is not treason; we intend to place the matter into the very capable hands of the Queen. We shall dissolve Parliament. Queen Victoria can deal quite effectively with these animals if she no longer has to cater to the whining demands of a pack of sniveling cowards. With the full weight of the military behind her, she will know what to do."

You are chilled by his words. There is enough popular sentiment in Britain at the moment that this madman could spark a civil war. "What about the Magna Carta?" you ask.

"It must be repealed," the spokesman replies smoothly. "Temporarily, of course."

"Is the Queen a party to your plans?" you ask, your head spinning with the audacity and scope of the plot.

"She is not," the spokesman admits, "but we are confident she will do her part when the time comes."

"And what if she refuses?"

"Then she is not fit to wear the crown," the spokesman replies with an unblinking stare, "and we shall find someone who is." *Turn to 268.*



268

"No, I think not, gentlemen. I should not care to see England ruled by the likes of you." You take the police whistle from your pocket and sound the agreed signal.

"Stand easy, gentleman," you say, holding your pistol rock steady. "Nothing would give me greater pleasure." You hear the doors crash open. *Turn to 430.*

269

Mores asks no further questions about your investigation. Instead, he appears more concerned with the ultimate plans the group has in store for each of you. *Turn to 263.*

270

It is the regimental custom for officers to wear formal dress at the evening meal on Fridays; you return to your quarters to change. When you enter the mess, the Colonel is speaking with a group of senior officers.

"Oh, Watson," Colonel Sterling says as he sees you. "Did you know Lieutenant Wheeler's family?"

"No, sir," you answer. "I have never met them, but there is only the father and one older brother. I believe Lieutenant Wheeler's mother died some years ago."

The Colonel turns to one of the majors, "That is what I told the Brigadier, Stevens. You must have got it wrong." He does not further explain the remark. The side conversation gives you an opportunity to examine the Colonel's mess uniform carefully. *Turn to 372.*

271

"Goodevening, Colonel Sterling," you say. "I must say that a mask and cape do not particularly suit you." Then, dispensing with the sarcasm, you continue, "Colonel, just what was it you hoped to gain by all this?" *Turn to 274.*

272

You return to your room and wait. Running is pointless and would only throw the worst possible light on your activities. Ten minutes later there is a knock at your door.

Apprehensively, you rise from your chair and open the door to find the Provost Marshal standing there. "Lieutenant Watson," he begins. "I believe you left this." He hands you your hat which you left in the officer's mess in your haste to depart.

"Thank you," you reply, trying not to let the relief show in your voice. Then, taking the hat, you close the door. That was close! Now you have a decision to make. What should you do next?

- *If you continue your search of the headquarters building, turn to 282.*
- *If you visit the Leonidas Club, turn to 283.*

273

You take a deep breath and the dash through the trees to the back of the cottage. You pause in the shadow of the boxwoods for moment, but no one raises an alarm. You breathe easier as you reach out to try one of the rear windows. It opens at your touch. You slip inside and make a quick but thorough search of the house, trying best not to leave evidence of your presence. The search proves fruitless, however. Just as you are about to leave, you notice a newspaper lying on a side table. *Turn to 466.*

274

"Ah, Lieutenant Watson," Colonel Sterling says, removing his mask. "I suppose I no longer need this." He hands it to the RSM. "I spoke with my colleagues about you just last night. I told them you were persistent, but they thought you could be dissuaded by Lieutenant Mores. I see that they were wrong."

"You have not answered my question, Colonel," you reply coldly. "How do you justify treason?" **Turn to 267.**

275

You manage to bull your way through the crowd and out the door. Several of them give chase but Wiggins suddenly appears and leads you down one dark twisting alleyway after another. In time, you no longer hear the sounds of the pursuit but you keep running, following the elusive Wiggins. Finally, when you are so winded you cannot run another step, you stop and look around to get your bearings. You are astonished to find yourself back in the West end, just off Oxford Street. Wiggins, however, has disappeared.

- *If you continue the investigation on your own, turn to 425.*
- *If you visit the police, Check Decision 6 and turn to 390.*
- *If you visit Holmes for help, turn to 404.*

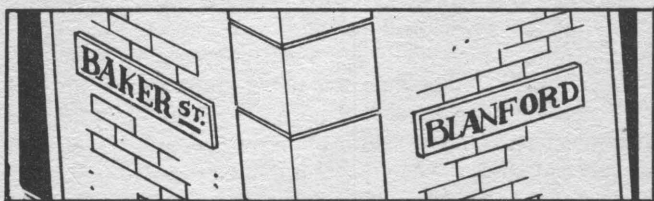
276

You find a pub with a view of the club and settle down to wait until night has fallen. Once it is dark, you go around the block and enter the mews which runs between the rear of the buildings on either side. Usually deliveries are made to the kitchens and trash is picked up here, but tonight you hope it will serve a different purpose. You look carefully at the wall which separates the club from the mews and then find the door unlocked. Once through that obstacle, you manage to clamber up a back staircase and find an unlocked window on the third floor. Quietly, you slide it open and enter. **Pick a number and add your Artifice bonus:**

- *If 2-6, turn to 333.*
- *If 7-12, turn to 252.*

You decide to leave Mores behind and get help by going to the police immediately. You explain your plan to your companion who makes no protest, though his manner suggests that he is disappointed in you. You slip out the door and up the stairs to the foyer. You are fortunate enough to spot the jailer backing out of the kitchen door while in conversation with the cook in time to find a place to hide. After that, it is only a matter of getting out of the club unobserved.

You decide your best course of action is to try and contact Athelney Jones at Scotland Yard, but you find you have to walk nearly to Oxford Street before you can find a cab. It is early morning before you pull up outside your destination. You hop out and make your way to Jones' office, finding the door locked. Jones has not yet arrived. You are at the point of deciding what to do when Chief Inspector Stern rounds the corner and sees you. *Turn to 325.*



You find yourself standing in a small parlour. You listen carefully but hear no evidence of anyone in the house. Major Dillon is evidently not at home, and his wife is probably visiting relatives. You pull the curtains, light a candle, and begin your search. After an hour, you are forced to admit defeat. If there is evidence hidden here, you cannot find it. You are about to leave when you see a copy of today's Standard on a table in the front hall. It is open to the personals and, scanning the page, you find a pencil mark next to an announcement of tonight's general membership meeting at the Leonidas Club. *Turn to 458.*

279

The regimental headquarters is not closely guarded but entry will not be easy. In addition to the sentry at the front door, another patrols the outside, and a third patrols the inner corridors. If you are careful, you can get in without undue risk, but remaining inside for more than a short time will be dangerous. ***Pick a number and add your Artifice bonus:***

- ***If 2-5, turn to 305.***
- ***If 6-12, turn to 202.***

280

You decide that the only other logical place to search in Kingston is Major Dillon's house. You hope no one is at home. ***Turn to 207.***

281

You tell Sherlock Holmes and Dr. Watson that you suspect Jonathan was not killed in the explosion at Paddington. You relate the fact of his asthma and his aversion to the Underground trains which would aggravate the condition. Concluding, you say, "Other than the ticket stub, I have no real evidence, only suspicions. I do not for a moment believe Jonathan went into that station of his own accord. His asthma was so bad, the smoke and soot might have killed him. It is easier for me to believe he may have been killed or injured elsewhere and then brought to Paddington. Unfortunately, I have no idea how to pursue the matter further and I was hoping you might be kind enough to advise me, Mister Holmes."

"The evidence does not support your theory, Lieutenant," replies Holmes after you finish. "At least not at this juncture. I would have to side with the police for now, as you have not presented any cogent evidence to the contrary. I do not dispute that it could be as you claim, in spite of the lack of evidence. Lieutenant Wheeler may have been killed in entirely different circumstances and the crime deliberately obscured by the explosion. Certainly, just such deception occurred in the Heist case in Potsdam in '41 and again in '78 in the Rossovitch affair in Moscow. But here I believe the weight of the evidence points to the Dynamiters." ***Turn to 123.***

282

It is critical to uncover evidence which will convince the police and, in particular, that pompous windbag, Athelney Jones, to look elsewhere for Jonathan's murderers. You have come to believe there must be something very sinister behind the murder, something so important to the people involved that they were willing to kill to protect it.

You know Jonathan was impetuous, often speaking out when silence was the wiser and safer course. It had gotten the pair of you into trouble before, and now that same trait might just have gotten him killed. You resolve to be careful not to make the same mistake. Convinced that the clues you need are in Dillon's office, you must go back even if it is dangerous.

Pick a number and add your Artifice bonus:

- *If 2-8, turn to 416.*
- *If 9-12, turn to 152.*

283

The most important task you can accomplish is to gather enough evidence to convince the police and, in particular, that pompous windbag, Athelney Jones, to look elsewhere for Jonathan's murderers. There must be some very sinister secret behind the killing, something so important to the people involved that they were willing to take a life to protect it.

Jonathan had been very impetuous at times, often speaking out when silence had been the wiser, and safer, course. It had gotten you both into trouble before, and now that trait might just have gotten him killed. You resolve to be careful not to make the same mistake, at least until you know just who the enemy is. You are convinced that the clues you need are to be found in the Leonidas Club and decide to go there immediately. ***Turn to 314.***

284

The headquarters building is too dangerous to search! Is there something to be learned at the Leonidas Club in London? ***Turn to 426.***

285

"I am Chief Inspector Maxwell Stern, Lieutenant," the man begins, "May I be of some assistance?"

"As a matter of fact, you can, Chief Inspector," you reply. "I have been charged by my Colonel to ensure Lieutenant Wheeler's personal effects are gathered together for shipment to his family. I would like to look around the area, if I may."

Pick a number and add your Communication bonus:

- ***If 2-7, turn to 182.***
- ***If 8-12, turn to 292.***

286

Still holding the RSM at bay with the pistol, you take the police whistle from your pocket and blow it. Athelney Jones and half of the London police force spring out and rush the club, blocking the exits. None of the members escapes, but you were forced to spring your trap too early to have any chance at the council leaders. You can only hope they are among the members you have captured. ***Turn to 195.***

287

You find Sherlock Holmes in his sitting room when you arrive and tell him what you discovered at Paddington. "The cigar butt," he comments when you are done. "Did you examine the band very carefully?" You admit that you did not.

"A shame, really," he continues. "I have researched that subject very thoroughly. If you had looked more closely, we may have been able to identify its origin. You must remember, Lieutenant, that it is often the small things which are the most important in the investigation of a crime." ***Turn to 174.***

288

The Council of Five. That seems to ring a bell to you. You look more closely at the ornate robes the leaders wear. Each of them has a stylized "CV" worked in gold or silver thread on the right breast. You have seen those initials before—on the stationery! Certainly, the "C" stands for "Council", but perhaps the "V" is for Roman numeral "five," and the initials "CV" stand for "Council of Five," the leaders of this secret society! ***Check Deduction 4. Turn to 311.***

289

You slip in through the entrance and follow the stairs down into the basement, finding a passage that runs toward the back of the building. Ahead, you can make out the light of lanterns bobbing up and down. Then the lanterns stop at an intersection, and you see the council leaders take one branch while the RSM and Dillon another.

- *If you follow the RSM and Major Dillon, turn to 300.*
- *If you follow the council, turn to 294.*

290

When you return with the police, you find the door to the secret staircase has closed. **Pick a number and add your Artifice bonus:**

- *If 2-6, turn to 309.*
- *If 7-12, turn to 303.*

291

You return to your quarters to prepare for the officer's regimental dinner. Entering the mess early, you stand where you can watch the door, making polite conversation with other junior officers. Just as the regimental trumpeters march in to summon everyone to the table, you see him. Major Dillon has entered by a side door and is standing at the bar, throwing down a stiff drink. You walk over to him.

"Good evening, sir," you say in greeting. He nods to keep from speaking, then downs another whiskey. You make no further attempt to engage him in conversation, taking the time instead to examine his uniform. **Pick a number and add your Observation bonus:**

- *If 2-6, turn to 249.*
- *If 7-12, turn to 129.*



"I suppose it will cause no harm," he replies, turning to the constable behind him. "Let the Lieutenant in, Sergeant."
Turn to 449.



Deciding you may as well go to the top, you return to the headquarters building and ask to see Colonel Sterling. After a short wait you are shown into his office.

"Yes," Colonel Sterling says irritably, in reply to your salute, "What is it now, Watson?"

"Sir, I came across this in Lieutenant Wheeler's cloak pocket." You hold out the piece of paper. "I thought it might be important; perhaps it indicates where he went last night."

Colonel Sterling reaches out for the paper. "May I?" he asks. He looks closely at it. "Have not seen one like this before," he says. "Afraid I cannot help you. Is there anything else?" he asks, handing the ticket back to you.

"No, sir," you reply.

"Then I might suggest that you leave the detective work to the police. I understand they are quite skilled at it."

"Yes, sir," you say, recognizing the Colonel's impatience.

"Right. Get on with it then," the Colonel says, dismissing you. You leave quickly, the back of your neck very warm from the Colonel's criticism. You make a vow you will not ask to see Colonel Sterling again soon if you can help it. **Pick a number and add your Intuition bonus:**

- If 2-7, **turn to 513.**
- If 8-12, **turn to 326.**

294

You decide to follow the members of the council. The capture of the RSM and Dillon are not as important as discovering the identities of the council members. You choose the correct passage and increase your pace. *Turn to 480.*

295

You start back for The Keep, realizing that you must be quick! The regimental dinner will end soon, and you must not be seen. *Turn to 114.*

296

You wonder how to explain the past day's escapades to Colonel Sterling. He will never believe you without convincing evidence, and even then, it might not be enough. Dillon has served the regiment for years and has been a loyal subordinate to Colonel Sterling for the last five years. In fact, among the junior officers it is said that, should the colonel be promoted to brigadier, he will owe much to Major Dillon. From what you know of Colonel Sterling, however, he has no difficulty in taking credit for the accomplishments of others.

You find it curious that he does not belong to the Leonidas Club or to a club like it. After all, he is the sort of member the clubs actively recruit. Taking the next train to London, you grimly set out on your mission. *Turn to 174.*



297

After a leisurely supper and a chat with Dr. Watson about family matters, you turn in. Earlier, Holmes had gone out to contact the mysterious street Arab, Wiggins, while you and Dr. Watson had strolled to the telegraph office, to wire the regiment that you would stay in London overnight on business.

The next morning is cold and damp, gusts of wind ushering in a blustery, grey dawn. You exit your room and climb the stairs to meet Dr. Watson descending from the second floor. You hear the front door slam shut and turn to find Sherlock Holmes climbing the stairs behind you. Holmes has a newspaper tucked under his arm.

"Good morning, my boy," Dr. Watson greets you cheerily. "Did you sleep well?"

"Very well, thank you," you reply, lying through your teeth. In fact, you had lain awake most of the night, trying to come to grips with Jonathan's death, remembering the times you had spent together, and only now appreciating what a good friend he had been. The sagging, lumpy mattress had not helped matters, but you know you would not have slept had you lain upon the softest goosedown. You look at Sherlock Holmes in time to catch his sardonic smile, having deduced what Dr. Watson had not.



"Well, Holmes," the doctor says as you seat yourselves at the table. "Will you keep us in suspense? What do the newspapers say?"

"It seems the Lieutenant may be on to something after all. There is no claim of responsibility in any of the morning papers. The case begins to become interesting. Were I not so absorbed by the other affair, I should be delighted to pursue the matter further."

The three of you eat breakfast and then settle back to await Wiggins's report. You have barely seated yourself in an armchair to read the newspaper when you hear Mrs. Hudson's voice raised in an unmistakable tone of dismay and, a moment later, the sound of feet pattering up the stairs. A moment later a ragged street Arab bursts in the door just seconds ahead of Mrs. Hudson.

"It is all right, Mrs. Hudson," Holmes soothes his ruffled landlady. "He works for me."

She throws a meaningful glance at you. "If you say so, Mr. Holmes," she replies in a doubtful tone, then turns to go downstairs."

"Now then, Wiggins," Holmes addresses his small employee. "What is the meaning of this? I believe I told you to ask for me at the door."

"She warn't goin' to let me in, guv'nor," the street urchin replies in a high piping voice.

"I see," Holmes replies. "Well, we must find a better way to do this. Never mind that now. What have you found out? Did you locate the gang?"

"No, sir, I hain't. But I hear tell they can be found down to the Shamrock most nights." You notice the dirty, ragged youngster is standing at attention as he talks to Holmes.

"That is all, then. You can go, Wiggins," Holmes says with satisfaction, handing him a few coins. The child scurries from the room and, a moment later, you hear the front door slam. You turn back to Holmes and find him bending over a map. "The Shamrock is an East End pub frequented by Irishmen who champion the homerule issue," he says, pointing at a location well inside the East End. "The men you want are undoubtedly among the clientele. I should have thought of it myself.

"You should arrive after the drinking has been heavy for a time," he continues, "late enough to blur their judgement a bit, but not so late they have become quarrelsome. You must be careful. I would not advise telling anyone you are a British Army officer, if you wish to live through the night. In fact, it might help if you can pretend to be other than an Englishman altogether. Are you good at accents?"

"I can do a passable American accent," you reply.

"That should work. Many of the Americans are sympathetic to the Irish home rule question. What about clothing? You cannot go there looking so. Hmm," Holmes ponders for a moment. "I believe I have something that will do nicely."

Turn to 154.

298

You stand back and watch the entrance of the Leonidas Club from the doorway of a pub down the street. As you watch, two men drive up in a hansom and walk to the front door. They pull the bellcord three times and wait. Shortly after, the door opens and both men take something from their pockets to show the steward. Then, exchanging greetings, they enter the club. From your vantage point, it appears the ringing of the bell three times might be a signal; the objects they showed to the steward appeared to be calling cards similar to the ones you found in Major Dillon's desk. They might provide a means of entry. You take the card from your pocket and carefully write your own name on it. *Check Deduction 3. Pick a number and add your Observation bonus:*

- If 2-6, *turn to 392.*
- If 7-12, *turn to 464.*

299

You break for the trees and, once out of sight of the sentries, change direction and trot away from camp, just like a thief. The sounds of pursuit are growing behind you, but you know this area better than your pursuers and succeed in making your escape. *Turn to 137.*



300

You decide you have to follow the RSM and Major Dillon. Since Dillon agreed to cooperate, you feel responsible for his life, and you know that the RSM will kill him at the first opportunity. It is up to you to save him, if only for the hangman. *Turn to 412.*

301

You are convinced that the police should widen the scope of their investigation. You go to Scotland Yard to meet with Athelney Jones, the detective assigned to head the investigation. Jones allows you to speak for nearly a minute before politely but firmly showing you out of his office, advising you to leave these matters in the capable hands of the police.

- *If you continue the investigation on your own, turn to 359.*
- *If you visit Sherlock Holmes, turn to 175.*

302

You enter a room on the second floor at the back, closing the door behind you. The room is large but obviously equipped as a single residence. It is tastefully furnished; you can imagine a member staying here might live very comfortably indeed. Unfortunately, the room is currently unoccupied. The next three rooms you check are also empty. You cannot risk searching any more, for the chance of discovery is growing by the minute. You must make a decision about what to do next.

- *If you rejoin the member's meeting, turn to 324.*
- *If you visit Sherlock Holmes, turn to 435.*

303

You search the column carefully, because you know there has to be a mechanism for opening the door. Then, almost by accident, you push in on one of the triangular ceramic tiles which cover the pillar and feel it give. You push harder and, with a click, the door opens!

Followed by the police, you rush down the stairs until you come to a passage that runs toward the rear of the building. Hurrying down the passage, you come to an intersection. In one direction you see the retreating figures of the council members vanishing in the distance. In the other direction you see the RSM shoving Major Dillon against a wall and raising his pistol. You fire at the RSM. **Pick a number and add your Athletics bonus:**

- *If 2-6, turn to 367.*
- *If 7-12, turn to 357.*

304

You come to consciousness just as a heavy door swings shut. Staggering to your feet, you grope your way through the darkened room to the door, only to find that it is locked from the outside. You bang on it and, a moment later, a panel slides open at eye level.

"I think we can keep you out of trouble until Scotland Yard collects you, Lieutenant," growls RSM Peter Austin. "And you can bloody well kiss your army career goodbye too!"

Dejected, you realize that it will be up to Sherlock Holmes to solve the case now. He will ensure Jonathan's murderer is brought to justice.

- *If you begin again, turn to 308.*
- *If you want to read the solution, turn to 430.*

305

You wait for the sentry patrolling outside the building to round the corner, leaving the rear unguarded, then walk quickly to the back and up the stairs to one of the rear doors which you know has a broken lock. No sooner do you put your hand on the door than the inside sentry enters the room and sees you. You brazen it out, telling him you are here to finish some work but he refuses you entry. Rather than make a scene, you leave.

- *If you checked Decision 10, turn to 174.*
- *Otherwise:*
 - *If you visit the Leonidas Club, turn to 174.*
 - *If you go to Major Dillon's house, turn to 132.*

306

You travel by cab to the East End, a part of London you have never seen. The buildings here are small and mean, with crumbling fronts and sagging roofs; gone is the elegance and grace of the West End. Here the predominant architectural feature is decay. The same sun which never sets on the British Empire apparently never rises on the dark alleys and slums of the East End. Figures of broken men slump in sagging doorways, and ragged children are everywhere. Black soot and despair hang heavy in the air.

After several false starts and narrow escapes, you eventually find yourself in The Shamrock, an Irish pub marked more by the group of hopeless men crowding the doorway than by the faded sign above the entrance. You push your way through the crowd and approach the bar.

"An' what'll ye be havin'?" the barkeep asks suspiciously.

"Whiskey," you say.

"An' what be an Englishman doin' here?" he asks, menace creeping into his voice.

"English by training and on my mother's side," you answer, thinking fast, "born and raised in London. But my name is Patrick O'Keefe all the same."

"An Irishman, be ye?" His eyebrows climb into his receding hairline as he reaches for his most expensive bottle of rye whiskey. "Ye'd do well not to wander around dressed like that," he comments as he pours you a stiff drink then turns away to wait upon another customer.

Taking your glass, you wander about the pub looking over the clientele, trying to select a likely candidate to approach. Finally, you decide the barkeep will do as well as any. You have decided to tell him that your aunt is the charwoman, Gladys O'Keefe, who was killed in the same explosion which claimed Jonathan. You hope to thereby draw him into a discussion of the Dynamiters. *Pick a number and add your Artifice bonus:*

- If 2-6, **turn to 223.**
- If 7-12, **turn to 521.**

307

At The Keep, you ask the sentry at the gate if the RSM is in camp. He tells you that the RSM left for London nearly an hour ago. Knowing that the RSM will be gone makes your job easier, because you intend to search his house. You are certain that he would not be so foolish to keep anything incriminating in his office, since it is one of the busiest in the regiment. If there is evidence to be found, it is likely to be in his home. The RSM's house is located on one side of the parade, a small stone cottage set back into the trees. The trees will serve your purpose tonight!

Back at your room, you change into dark clothing and slip out, making your way through the green belt to the rear of the cottage. You are familiar with the sentry patrol routes but the RSM has a habit of changing guard posts from time to time to keep the sentries alert. You hope that he has not made any changes recently. Drawing a deep breath, you dart to the back of the house. ***Pick a number and add your Artifice bonus:***

- *If 2-7, turn to 467.*
- *If 8-12, turn to 273.*



308

You decide to ask around camp about the ticket, hoping that someone might know where Jonathan had gone last night. There are several people who might know the answer to your questions, and among them is Colonel Sterling, whose office you left such a short time ago.

Another likely source of information is the Regimental Sergeant Major, Peter Austin. The RSM is a powerfully built man, though not especially tall. His thick neck and massive shoulders remind you of a wrestler, but his dark eyes are hooded, and you suspect they mask great intelligence. You think the RSM may just possibly be the most dangerous man you have ever met.

The regimental adjutant, Major Stephen Dillon, is someone else who might be able to identify the ticket stub. Major Dillon is a short, florid-faced man with the red bulbous nose of a heavy drinker. His small stature, dark beady eyes, and paunch would, in many circumstances, present a comical figure. But Dillon's devotion to his commander is almost legendary in the regiment. At night, he is often in his cups but, to your knowledge, his drinking has never affected the performance of his duties.

The only other person you can think to ask is Corporal Bosworth, the gate guard of the previous evening. Jonathan might have mentioned where he was going to the corporal, as he and Bosworth were on good terms, having worked together on several projects.

- *If you ask Colonel Sterling, turn to 293.*
- *If you ask the RSM Peter Austin, turn to 145.*
- *If you ask Major Stephen Dillon, turn to 504.*
- *If you ask Corporal Bosworth, turn to 399.*

309

You search the column carefully because you know there must be a mechanism for opening the door. But your frustration mounts as you are unable to find the latch. You continue to work at it. **Pick a number** and add your Artifice bonus:

- *If 2-7, turn to 315.*
- *If 8-12, turn to 303.*



310

The four men show their cards to the club steward (just as you expected) and after exchanging greetings, enter the club. Now is a good time to enter as there are no other cabs on the street. **Turn to 246.**



311

Major Dillon walks unsteadily toward the council leaders. He stops in front of the masked group, stands to attention, and in a loud voice says: "Brother Stephen Dillon requests the indulgence of the Council of Five on the matter of events previous to this evening." You have to strain to hear him in spite of the loudness with which he speaks because of the rising murmur of conversation among the members.

- *If you move closer, turn to 383.*
- *If you stay where you are, turn to 165.*

312

You tell him about Jonathan and your investigation, but you leave out the fact that Sherlock Holmes and Dr. Watson have helped you. It is not that you wish to take sole credit, but rather you do not feel you have the right to involve them without their

consent. Also, there is something troubling you about this whole situation. ***Pick a number and add your Intuition bonus:***

- ***If 2-7, turn to 269.***
- ***If 8-12, turn to 212.***

313

As you speak, you notice that Dr. Watson is intent on what you say. Indeed, he does not blink at some of the outlandish events you describe but questions you closely about the circumstances leading up to your capture and subsequent escape. His questions lead you to believe that he finds the carelessness which led to your escape difficult to accept. ***Turn to 316.***

314

You catch the train from the platform in Kingston. As you search for a seat, you glance through the front window into the next car and see Colonel Sterling sitting with one of his senior staff officers. You wonder a bit apprehensively if the colonel noticed your absence. Sherlock Holmes always says that small details are often the most important, and you agree with him, but not for the reasons he gave. Small actions can make an army career, or in your case, break it. ***Turn to 174.***

315

From below, you hear a muffled shot. You step back and allow the police to batter down the door. ***Turn to 332.***

316

"Lieutenant Mores," you say. "It occurs to me that I have not properly introduced you to my cousin, Dr. Watson." You turn to Dr. Watson. "Dr. Watson, may I present Lieutenant Neville Mores, Royal Navy."

"Really!" Dr. Watson says with interest. "Always admired the Royal Navy. What ship, Lieutenant?"

"HMS Defiance," Mores answers.

"Is that so?" Dr. Watson asks. "I was unaware the Royal Navy had a warship by that name. Perhaps you mean the HMS Defiant." ***Turn to 118.***

317

You follow him as far as the station and watch him board the train to Kingston. You decide not to follow because you have business with the police tomorrow. Wearily, you walk to 221 Baker Street, where you tumble into bed. You awaken early the next morning, shaving and changing into the fresh shirt Dr. Watson left for you. After a hearty breakfast prepared by Mrs. Hudson, you set off for Scotland Yard. You wish you had the opportunity to discuss the matter of the RSM and Dillon with your cousin and Mr. Holmes, but Mrs. Hudson claims they went out and did not return last night. *Turn to 520.*



318

"Thank you, Mr. Holmes," you reply. "I shall accept your kind invitation." Turning to Dr. Watson, you ask: "Are you certain Mrs. Hudson will not object to setting another place for supper?"

"Of course not, my boy, of course not," Watson says, beaming. "I shall see you to your room so you can wash while Holmes sends word out to his irregulars. Holmes, you might remind Wiggins not to bring the entire group up here. You know what a state it puts Mrs. Hudson in."

Holmes nods distractedly as Dr. Watson ushers you to the door. *Turn to 297.*

319

During the ride to Kingston you lay your plans. You know that the officers of the regiment traditionally wear their mess uniforms at the supper meal on Friday evenings. Perhaps you will find that Major Dillon is missing a button on his jacket, thus providing proof to back your deductions. *Pick a number:*

- *If 2-8, turn to 352.*
- *If 9-12, turn to 291.*

You stride to the entrance and give the bell a vigorous pull. In seconds, the door swings open to reveal the starched and unforgiving figure of the club steward.

"I am Lieutenant Charles Watson," you introduce yourself. "One of the officers of my regiment was killed Thursday night and I am appointed to gather his personal effects for shipment to his family. I understand he may have been a member here."

"Certainly, sir," the steward's face softens a bit. "What was the man's name?"

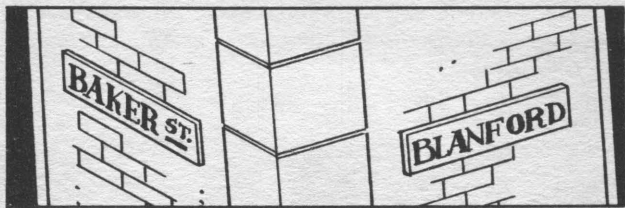
"Lieutenant Jonathan Wheeler."

The steward shakes his head regretfully. "I am sorry, sir, but that name is unknown to me. The Lieutenant was not a member of this club."

"I found a cloak check stub from this club in the pocket of his cloak," you reply. "Perhaps he was a guest."

"I manage the guest register myself, sir. He was not a guest, nor was he a member. I cannot think how he came by one of our cloak check stubs, but he has never entered this club. Now I must attend to my duties." He shuts the door firmly in your face.

- If you break into the club, turn to 276.
- If you visit Sherlock Holmes, turn to 146.



You wait, growing more impatient and worried as time passes. Finally, the door opens, and in walks RSM Peter Austin with three stout roughs behind him. At the sight of you, he stops and blinks. You are equally dumbfounded but recover first.

"Sergeant Major," you exclaim, "what are you doing here?"

"Lieutenant Watson! Are you the intruder the steward reported?"

"The very same, Sergeant Major! But I have important business here, and I am very happy to see a friendly face," you declare, thinking the Sergeant Major's face does not really look all that friendly. "Why did the steward lock me in this room? If he were that suspicious of me, why did he not just turn me away?"

"You've made a fair cock-up of it this time, Lieutenant. You were brought to this room because you showed a certain card which you should not have had, not being a member of this club. It is my unpleasant duty to determine how you came by that card."

"Which serves to remind me, you have not answered my question. Just what are you doing here, Sergeant Major? And why should these people care about whether I have one of their cards?"

"It is a temporary duty, Lieutenant, and performed on my own time," the RSM growls. "Private lives are not restricted to officers. Now, will you come peacefully? Or shall I be forced to ask these men escort you?"

"I will not come peacefully, Sergeant Major," you declare grimly. "Lieutenant Wheeler made that mistake, I believe. You will not find me so easy." You set yourself for their rush. *Check Clue S. Pick a number and add your Athletics bonus:*

- If 2-10, turn to 227.
- If 11-12, turn to 149.



322

When you pick up the box, you see a small telltale set into one corner of the drawer. Fortunately, you did not set it off. *Check Result V. Turn to 438.*

The constable asks you to follow him as far as the inner barricade, where he requests that you wait as he leaves to fetch the detectives. From what you can see the damage is not as severe as the newspapers reported. You estimate that the station will be back in operation by morning. Soon, the constable returns with a tall, thin detective.

"Yes, Lieutenant," the man begins, "May I be of assistance? I am Wilson Carpenter."

"As a matter of fact, you can, Mr. Carpenter," you reply. "I have been charged by my Colonel to ensure Lieutenant Wheeler's personal effects are gathered together for shipping to his family. I should like to look around the area, if I may."

Pick a number and add your Communication bonus:

- If 2-6, turn to 143.
- If 7-12, turn to 245.



Making your way through the entrance as unobtrusively as possible, you take an opportunity to look around. The meeting hall runs the full length of the building with one end opening onto the street and the other onto the garden. You estimate the room to be more than one hundred feet long and well over fifty feet wide. The arched ceilings and ceramic-tiled columns give it a cathedral-like appearance. Heavy drapes are drawn over the windows on either end, revealing heraldic symbols sewn in heavy gold thread; countless battle flags line the walls like dusty sentinels. Together, they cast the hall in deep shadow and emphasize the solemnity of the occasion.

Many of the members are seated, awaiting the commencement of the ceremonies. Others mill about exchanging pleasantries. You take advantage of the situation and find a dark corner at the back with a good view. **Pick a number and add your Intuition bonus:**

- **If 2-6, turn to 120.**
- **If 7-12, turn to 450.**



325

"Good morning, Lieutenant," the Chief Inspector says with a cheery smile. "How may I be of service today?"

"Actually, I came to see Mr. Athelney Jones, Chief Inspector," you reply a little nervously. "I have important information to relate about the bombing."

The Chief Inspector's smile slips a little. "Well then, perhaps you had better come with me," he says. "I have sent Mr. Jones out of town on another case and I doubt that he will return before noon."

You accompany the Chief Inspector to his office and, after he has shown you to a seat and ordered an assistant to fetch you a cup of tea, asks you to relate what you have learned. You tell him about Dillon and the evidence you have uncovered in Kingston and the Leonidas Club. As you speak, his face becomes grave, and you know that he believes you. When you have finished, he stands and, asking you to wait, leaves the office for a moment. You finish your tea and are at the point of asking the assistant for another when the Chief Inspector returns to his office with two burly constables in tow.

"Arrest that man," he orders, pointing at you.

- **If you checked Result VII, turn to 109.**
- **Otherwise, Pick a number and add your**

Communication bonus:

- **If 2-6, turn to 109.**
- **If 7-12, turn to 371.**

326

Something about the Colonel's manner disturbs you. He appears far too casual for a commander who has just lost an officer under his command, especially when the dead man's family has such powerful connections in government. His studied examination of the ticket stub seemed a bit overdone. You have the feeling that he is concealing something, but you also know that young officers who even indirectly insinuate that a senior officer might be lying tend to have very short careers. You must gather more substantial evidence before voicing this particular suspicion. *Check Clue C. Turn to 340.*

327

Something Major Dillon says puzzles you but you cannot put your finger on just what part does not ring true. *Turn to 340.*



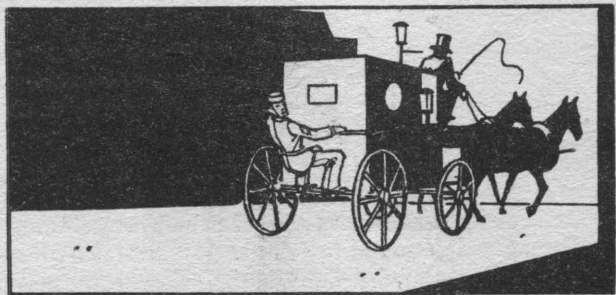
328

"Sergeant," the man answers, "I did not see the Lieutenant when I checked this room ten minutes ago." You cannot fault the man's intelligence; he is trying to mask his less than adequate duty performance. Lax as he was, it is unlikely he would have seen you, had you been there. You may have a better chance with an officer.

"Sergeant," you say, drawing the man's attention back to you and preventing him from thinking too much about what the sentry said, "Why not send a man to fetch the Duty Officer? I shall take up the matter with him."

"Very good, sir," the Sergeant agrees. "Right then, off you go!" he says to a private. You wait. The man returns with the Duty Officer, and you try your story on him. *Pick a number and add your Communication bonus:*

- If 2-8, *turn to 337.*
- If 9-12, *turn to 474.*



329

As you leave from your hiding place, you detect movement in the shadows further down the street. Looking closely in the area between the next two streetlamps, you see the shadowy figure of a man. You sink back further in the darkness and remain motionless. As Dillon's cab passes, the man strides swiftly into the street and hops onto the back of the four-wheeler where the driver cannot see him. Just for a second, as the cab passes under the light of the streetlamp, his face turns toward you and you could swear it is RSM Peter Austin.

- *If you follow in another cab, turn to 187.*
- *If you go to the police, turn to 104.*

330

As you move closer to the front, your arms are pinned from behind. An instant later, you feel the thud of a hard object against your head. Everything is dark. **Turn to 115.**

331

"Now, tell me more of your conversation with Major Dillon," Holmes says as you hand him the folder. "And leave nothing out. It has long been an axiom of mine that small things are often the most important."

You describe the conversation in as much detail as you can remember but, as you speak, you are overwhelmed with doubts. In the presence of this great detective, your suspicions

do not sound very convincing, and so much of what you suspect is further weakened by the fact that you deal with Dillon only on an occasional basis. "I know the evidence is weak," you finish lamely, "but I am certain he knows something more. "As you say," Holmes remarks after you finish, "the evidence does not confirm your belief that perhaps Lieutenant Wheeler was not killed in the explosion at Paddington Station. I would have to side with the police at this juncture; there is no cogent evidence to the contrary, although it could be as you claim. Lieutenant Wheeler may have met a bad end through some other circumstance and evidence of that crime obscured by the explosion. Just such a deception occurred in the Heist case in Potsdam in '41 and again in '78, in the Rossovitich affair in Moscow. But here, I believe the weight of evidence points to a hapless run-in with a Dynamiter's bomb." *Turn to 123.*

332

Once the police force the door open, you and Jones lead the way down the stairs and into a passageway that runs toward the rear of the building. You come to a cross corridor: one branch leads to stairs back to the street level, but in the other you find the body of Major Stephen Dillon. Both the RSM and the council have escaped! *Turn to 339.*

333

As you climb silently in the window, you feel strong arms grab you. Before you can regain your balance, something hard crashes against your head, and everything goes black. *Turn to 304.*

334

You approach the sentry outside the front entrance, and in an official tone of voice you order him to unlock the door. *Pick a number and add your Communication bonus:*

- If 2-6, *turn to 345.*
- If 7-12, *turn to 101.*

You are successful! The guard was inside the room when you crossed the hall. Now you must find an open room on a lower floor and wait until he has completed his rounds; then you can resume your search. But by the time you return to the office, it will be completely dark, and you must light a candle.

- *If you return to Major Dillon's office to resume the search, negative modifiers for earlier searches are reset to zero. Turn to 463.*
- *If you leave to investigate the Leonidas Club, turn to 426.*

"What are you doing here, Lieutenant?" the detective asks as he strides toward you.

"I should very much like to come inside and have a look around, Mr. Jones," you reply in your friendliest manner. "My Colonel has appointed me to gather Lieutenant Wheeler's personal effects, and I must satisfy myself nothing was left behind."

"I suppose it will be all right," grumbles Jones turning to the constable, he says: "Let the Lieutenant in, Sergeant." **Turn to 449.**

"Lieutenant Watson, what is it you are doing here?" demands the Duty Officer, a captain whom you know slightly. "I was given to understand that Colonel Sterling had relieved you of all other duties until you had settled Lieutenant Wheeler's affairs."

"That, sir, is true," you reply, with a confidence you do not feel. "However, responsibilities do not evaporate because one does not attend to them. Captain Anderson expects these training schedules to be completed when he returns from Dorset tomorrow, Colonel Sterling notwithstanding. I decided to leave the dinner tonight to finish them." It sounds plausible to you. You just hope that the captain does not notice that the papers you have in front of you are last month's supply requisitions.

He turns to the sergeant, "It is all right, Sergeant. I shall assume responsibility." The sergeant takes his men and leaves but the Duty Officer stays behind. "Watson," he says, measuring you with a cool, detached look. "I do not know you well, but I believe you were lying just now. I do not know what you hope to accomplish by this deceit, but rest assured the matter will not end here. In the meantime, there is no need to air our soiled laundry in public, so consider yourself confined to quarters until Colonel Sterling has time to see you."

You are confined to quarters and unable to continue your investigation. Dejected, you return to your room. It will be up to Sherlock Holmes to solve the case now.

- *If you wish to begin again, turn to 308.*
- *If you only wish to read the solution, turn to 430.*

338

You give him a full minute, then you follow him. You get no farther than the door before you feel strong hands grab you from behind. You try to swing around to get at your attackers but something hard crashes against your head, and you feel yourself falling. **Turn to 115.**



339

You are not pleased with the result. Though Dillon has paid in kind for the murder of your friend, those ultimately responsible have escaped. Their plot is smashed and the murder solved, but the resolution still leaves a bad taste in your mouth. You find a moderate success a bitter pill when you were so close.

- *If you try to solve the case more completely, turn to 308.*
- *If you want to read the solution, turn to 430.*

You find yourself becoming increasingly frustrated. The harder you work to obtain useful information about Jonathan's death, the more uncertain you are that you have discovered anything at all! You realize you will need help, professional help, and the police have already demonstrated that they intend to pursue the easy path in this investigation. What you need is an independent expert to provide guidance in how to fit together the pieces of this puzzle.

Suddenly, you remember something your father wrote in his last letter to you. It seems you have a relative who, by coincidence, lives in London. Your father had asked you to pay your respects, but you have had little opportunity to do so. Now is a particularly fitting time, as your second cousin is Dr. John H. Watson, who shares rooms with the celebrated consulting detective, Sherlock Holmes! **Turn to 415.**



The bookcase looms behind the Major's desk. You scan the titles and find mostly military texts with a few historical works on siege warfare. Nothing of importance there, and you do not have time to pull the books off the shelves and go through each one. You concentrate on the double-doored cabinet. **Pick a number and add your Observation bonus:**

- If 2-7, **turn to 510.**
- If 8-12, **turn to 221.**

342

You manage to allay Chief Inspector Stern's suspicions, but he requests you to allow the police to handle the investigation without interference. As you leave, you wonder if the Chief Inspector will have you followed.

- *If you defy the Chief Inspector and go to the scene of the crime, turn to 240.*
- *If you visit Sherlock Holmes:*
 - *If you checked Clues F and H and Decision 6, turn to 153.*
 - *If you checked either Clue G or H and either Decision 4 or 5, turn to 103.*
 - *Otherwise, turn to 130.*
- *If you visit the Leonidas Club, turn to 174.*

343

The barkeep becomes suspicious as soon as you bring up the name of Gladys O'Keefe. He claims Gladys O'Keefe was an only child. An angry crowd gathers. ***Pick a number and add your Communication Bonus:***

- *If 2-7, turn to 261.*
- *If 8-12, turn to 479.*

344

You wait in a pub across the street until the police remove their cordon and leave. Certain they are gone, you slip through the barricades and walk into the damaged station. You observe that the explosion caused more damage than you could see from outside. The bomb apparently detonated near the tracks, shattering several benches placed along the wall and one of the wooden staircases leading down from the upstairs railway station. Repairs have not yet begun on the staircase, but there are several other entrances to the platform, so it has not received more than cursory attention. More serious damage was done by the gas lighting fixtures on the ceiling, which were apparently blown out by the force of the explosion and then ignited after a gas buildup, weakening the roof supports. The efforts of the repair crews have been focused here. ***Turn to 517.***

345

"The Sergeant-of-the-Guard must authorize that, Sir," the sentry replies. He is a new recruit and not about to loosely interpret his orders. Actually, it is not that unusual for junior officers to work on weekends. You could probably persuade the sergeant-of-the-guard to let you in, but that would mean calling attention to yourself, something you would rather avoid. Better to handle this quietly and try to get in another way. *Turn to 279.*

346

After hearing you out, Jones sits back in his chair, silent for once. Finally, he clears his throat. "Lieutenant, I believe I owe you an apology and a debt of gratitude. You have gathered enough evidence to convict Major Dillon of murder and uncovered a nest of traitors in the bargain."

"Mr. Jones," you reply. "Major Dillon is small game in these waters. I believe we must smash the plot and discover the identities of the council members first, though it pains me to say it."

"Right again, Lieutenant. What would you suggest?" *Turn to 141.*

347

"Suppose it will be all right, sir," he says after looking around to be certain the detectives have left. *Turn to 396.*



348

You decide that while the pistol is important to your case, it is not particularly incriminating: Major Dillon may claim he was target shooting and you cannot prove otherwise.

- *If you have not previously examined the stationery and wish to, turn to 516.*
- *Otherwise, turn to 518.*



349

Using the method of deductive reasoning Holmes has discussed with you, you reason that the button must have been lying close to the bomb to have been wedged so tightly by the force of the blast. Also, it must have been dropped shortly before the explosion because, had it lain in the open during high traffic hours, it would certainly have been claimed by an alert passerby because of its gold content. The button did not come from Jonathan's uniform because the buttons on the mess uniform of the Bengal Lancers, Jonathan's regiment, are very different from this one. This button, you are certain, is one from the light horse regiment at Kingston. An officer of that regiment must have been here last night!

Examining it closely, you reason the owner must have been engaged in some heavy physical activity which tore the button from his uniform. The threads on the back are snapped, not frayed and worn thin. Further, the person who lost it must have been in a state of considerable agitation not to notice that such an expensive item was missing from his uniform, especially since the button must have lain in plain sight before it was driven under the stairs by the explosion. *Check Deduction 1. Turn to 128.*

350

It appears your job here is completed. You have carefully examined all the objects in the drawer and drawn your conclusions. *Turn to 518.*

351

You decide you cannot risk going after six desperate men by yourself, so you fire two shots into the ceiling to clear a path through the crowd and dash to the foyer, blowing your whistle again. Athelney Jones sees you and, bellowing orders to his men, rushes the meeting hall with a long line of uniformed constables in tow. *Turn to 290.*

352

You return to your quarters to prepare for the officer's regimental dinner. Entering the mess early, you stand where you can watch the door but, by the time the regimental trumpeters march in to summon everyone to supper, you realize that Major Dillon will not attend. You make your apologies and leave. *Turn to 126.*

353

Walking back from the Provost Marshal's office, you reconsider. It is unlikely that the RSM would be foolish enough to incriminate himself in his own home. There must be another alternative; the Leonidas Club is the only other avenue of pursuit you have. Perhaps it would be worth a visit. *Turn to 174.*

354

You try to throw the drunken Dillon out of your way but your plan comes to naught as he collapses against you, pinning your legs and leaving you exposed to your assailant. The last thing you see before the club crashes into your skull is the face of RSM Peter Austin. *Turn to 115.*

355

You decide to take Mores with you and get help from Sherlock Holmes. You explain your plan to your companion, though you do not mention your destination. He protests perfunctorily that his injured leg could make all the difference between success and failure, suggesting you might want to reconsider and leave him behind. You refuse to even consider it.

Together, you slip out the door and up the stairs to the foyer. You spot the guard backing out of the kitchen in conversation with the cook and have time to find a place to hide. After that, it is only a matter of getting out of the club unobserved.

Once outside the club, you try to find a cab. It takes nearly an hour and by the time you find one, Mores is spent from the strain of walking on his injured leg.

Your earlier intent had been to drive to Baker Street, but now you wonder if you should not just go straight to the police at Scotland Yard. With Mores to back your story, even that dunderhead Jones would be forced to listen to you.

- *If you go to the police, turn to 409.*
- *If you go to Baker Street, turn to 230.*

356

Now that you have disarmed the telltale, it is safe to examine the objects in the drawer. **Turn to 516.**

357

Your lucky shot hits him in the shoulder, saving Dillon. The police close in on the RSM; you and Jones turn your attention to the fleeing council members. **Pick a number and add your Athletics bonus:**

- *If 2-6, turn to 389.*
- *If 7-12, turn to 374.*

358

You hoped to find something in the wardrobe but you are disappointed. Now you must decide whether to make another search. The longer you stay, the darker it will get, forcing you to use a light, and the more dangerous your task will become. Should you risk another search?

- *If you leave, turn to 284.*
- *If you make another search, pick a number but subtract 1 for each search you have made (you may search the same item more than once):*
 - *If 2-4, turn to 228.*
 - *If 5-12, turn to 463.*

359

Angered by the attitude of the police, you ponder your next move. Jones, in his haste to blame the Dynamiters for Jonathan's death, is reluctant to accept any information contrary to his preconceived notions. Perhaps he may have overlooked other evidence as well. You decide to continue the investigation on your own. **Check Decision 7. Turn to 425.**

360

"What are you doing here, Lieutenant?" the detective growls as he strides toward you. "You had better not let the Chief Inspector see you", he adds, looking around anxiously.

"I should very much like to have a look around, Mr. Jones," you say, knowing what the answer will be.

"I cannot permit that! This is an official police investigation. We cannot have you tramping about, disturbing the evidence."

"I quite understand, Mr. Jones," you reply agreeably, seeing the police are finishing their work. "I will bid you good day, then." You leave, estimating the police will be gone in an hour. *Turn to 344.*

361

Replacing the pistol, you must decide what to do next. *Check Clue R.*

- *If you have not previously examined the stationery box, turn to 348.*
- *Otherwise, turn to 350.*

362

The sergeant looks inquiringly at one of the detectives, who shakes his head. "Afraid not, sir," he says. "The detectives are the only ones who can authorize that." You turn back to your inspection of the damaged station. *Turn to 148.*



363

When the cab passes you, you stride swiftly into the street and hop onto the back where the driver cannot see you. Again, you see movement in the shadows between the streetlamps but then the cab rounds a corner and a building blocks your view. *Turn to 429.*

364

As the sentry turns to walk down the hallway, you tiptoe toward Colonel Sterling's office. Unfortunately, you have forgotten about the loose board on the top stair, and the sound it makes is loud enough to wake the dead. You have no authority to be on the second floor, so there will be awkward questions if you are discovered. You decide to return to your unit office where you will be safe. ***Pick a number and add your Athletics bonus:***

- ***If 2-7, turn to 180.***
- ***If 8-12, turn to 163.***

365

You stand back from the drawer and examine it closely. You do not trust this desk. Some are trapped with telltales, spring-loaded devices impossible to reset without a key. ***Pick a number and add your Observation bonus:***

- ***If 2-5, turn to 188.***
- ***If 6-12, turn to 420.***

366

You change into proper evening attire, something more suitable for wear at a gentlemen's club. You have no hope of getting past the front door if you do not dress properly. ***Turn to 174.***

367

You miss, but the shot startles the RSM. The police close in; you and Jones turn your attention to the fleeing council members. ***Pick a number and add your Athletics bonus:***

- ***If 2-6, turn to 389.***
- ***If 7-12, turn to 374.***

368

Now you only have one avenue of investigation left, the Leonidas Club. You leave the building and start for the train. ***Turn to 174.***

369

Dillon's cab clatters up a few minutes later. He dismounts unsteadily, pays the driver, and walks into Waterloo Station to buy his train ticket. The RSM follows a moment later, still keeping to the shadows.

Dillon then walks down to the proper gate, boards the train, and settles himself in a compartment. The RSM watches and when the train pulls out of the station, leaves and hails another cab, a four-wheeler this time. *Turn to 370.*

370

You are very interested in discovering the identity of those to whom the RSM will render his report. You hop on the back of his cab and wait to see where it will take you, though you can already guess. Sure enough, less than half an hour later, the cab pulls up in front of the Leonidas Club, and the RSM dismounts and goes inside.

- *If you follow him inside, turn to 209.*
- *If you wait for him outside, turn to 257.*

371

You find yourself in a small cell in the basement of Scotland Yard. At first, you cannot understand it! You were certain that you had managed to convince the Chief Inspector. The only possible explanation is that you succeeded too well. He did believe you, and that is why you are here. The Chief Inspector himself must be one of the council plotters, a member of the Leonidas Club, and he has neatly trapped you!

You make an effort get word to Sherlock Holmes, but your jailers are under orders not to speak with you, and your pleas are ignored. Finally, in desperation, you tell the man who brings you your supper that you are ready to confess, but you will only tell your tale to Mr. Athelney Jones, the famous detective. The jailer snorts in derision but goes off to get Jones.

A short time later, Jones arrives at your cell. He blinks at you in surprise. "What is all this about a confession? A confession to what? I am a busy man. I have no time for pranks."

You tell him what you told the Chief Inspector. You can see from Jones' face he appreciates the seriousness of the situation. Then you tell him of your suspicions concerning the Chief Inspector. **Pick a number and add your Communication bonus:**

- If 2-7, **turn to 395.**
- If 8-12, **turn to 181.**

372

To your surprise, the buttons on Colonel Sterling's jacket all match. You stay a moment more, then wander away. It begins to look as if your choices are dwindling. One of the few avenues of investigation remaining is the Leonidas Club. If you leave now, you can still avoid the regimental dinner. Alternatively, Colonel Sterling may have incriminating evidence hidden in his office, something you could use to convince the police. You leave the dinner unnoticed and return to your room to change.

- If you go to the Leonidas Club, **turn to 174.**
- If you search Colonel Sterling's office, **turn to 446.**

373

You have eliminated one possibility, at least for tonight. But there remains the Leonidas Club. You hurry for the train station, trying to ignore the pounding of your injured head. **Turn to 174.**



374

You find them stripping off their robes before they climb the stairs to street level. **Turn to 408.**

375

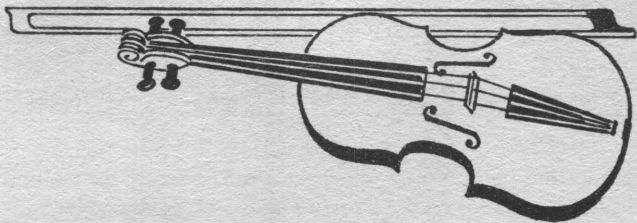
You thought there must be something in the desk but this time, at least, you will be disappointed. Now you must decide whether to make another search. The longer you stay here, the darker it will get, forcing you to use a light, and the more dangerous it will become. Should you risk another search?

- *If you leave, turn to 284.*
- *If you make another search, pick a number but subtract 1 for each search you have made (you may search the same item more than once):*
 - *If 2-4, turn to 228.*
 - *If 5-12, turn to 463.*

376

You decide that the most important task you can accomplish is to gather enough evidence to convince the police and, in particular, that pompous windbag, Athelney Jones, to look elsewhere for Jonathan's murderers. You have come to believe there must be a sinister force behind the killing, something so important to the people involved they were willing to take a life to protect their secrecy.

Jonathan was very impetuous at times, often speaking out when silence was the wiser, and safer, course. It had gotten the pair of you into trouble before, and now that same trait just might have gotten him killed. You resolve to be careful and not to make the same mistake, at least until you know just who the enemy is. Convinced the clues you need are in Dillon's house, you resolve to go there immediately. *Check Result IV. Turn to 232.*





377

The constable looks at you questioningly, "From the same unit, are you?" he asks. At your nod, he continues: "Your friend?" You nod again. "I thought so," he sighs kindly, "bad business, that. Sorry, Lieutenant, but there's precious little to tell. Nitroglycerine bomb, so the detectives tell me. Fair leveled the place. Nothing solid yet. Typical Dynamiter work, if you ask me. Nothing else to add." He looks at you a moment. "Sorry about your friend," he says softly.

Just then two men enter and stand conferring in the lobby. The sergeant leans forward conspiratorially. "There's the men to see. The stout one is Mr. Athelney Jones, the detective assigned to the case." Looking in the direction he indicates, you see a man tall and burly but beginning to run to fat. His eyes burn small and bright, hidden behind swollen lids.

"Who is the other?" you ask, nodding toward the second man who is of medium height, immaculately dressed, and with the air of a gentleman.

"Chief Inspector Maxwell Stern, Mr. Jones' superior — and mine too." He straightens as Athelney Jones walks toward you.

"Trouble, Sergeant?" he asks.

"No, Sir," the sergeant replies. "The Lieutenant here came for information about the bombing last night." You introduce yourself, but it is readily apparent Jones has little interest in helping you. He rather arrogantly informs you that the police will not divulge information concerning an active investigation, then turns and walks away. *Turn to 410.*

378

You drift in with the crowd, trying not to gape at the oak paneled antechamber or the marble double-staircase that sweeps up to the first floor meeting hall where the members are assembling. You follow your newfound friends up the stairs, one of whom is talking to you like a long-lost companion. Together, you enter the meeting hall. **Turn to 243.**

379

"Yes," you say, awed. "Major Dillon, the regimental adjutant, fits the description perfectly." **Check Deduction 2. Turn to 432.**

380

You listen quietly as the leader of the Irish faction expounds on the rationale behind the activities of his group, justifying their crimes in the name of a greater good. After a time, he stands and declares himself satisfied that you meant no harm and says that you are free to go.

- *If you continue the investigation on your own, turn to 425.*
- *If you go to the police, Check Decision 6 and turn to 390.*
- *If you visit Holmes, turn to 404.*

381

"Mr. Holmes," you say, "while I hold your opinion in these matters in the greatest esteem, I cannot in good faith sit by and await the morning newspapers. I find it difficult to credit this gang of terrorists with the sort of discipline you describe. I believe I have other courses of action open to me. Thank you for your generous offer of hospitality, but I shall take my leave and allow you gentlemen an opportunity to eat your supper in peace. Thank you both for your help and, Dr. Watson," you continue as you rise from your chair, "if you would be so good as to permit me to call upon you at some later date, I should count it an honor."

“Yes, yes,” replies Watson as he rises to see you out, “of course, my boy. You must do what you believe is right in this matter, although I do feel your actions in this instance are somewhat impetuous. Holmes here may occasionally be a bit harsh, but he is seldom wrong. I implore you to reconsider.”

You shake hands with both of them as you take your leave. “I regret that I cannot wait, Dr. Watson, but my commander has given me little time to pursue this matter, and I fear he may yet recant even on that.” You reluctantly depart, knowing that while you have not exactly burned your bridges with Sherlock Holmes, they do show definite scorchmarks.

- *If you go to the police, turn to 198.*
- *If you visit the scene of the crime, Check Decision 3 and turn to 240.*
- *If you make the round of East End pubs which are suspected Dynamiter meeting places, turn to 306.*

382

The meeting ends on that confused note as the members stand, looking after Dillon. You stand too, craning your neck to see what has become of the council members, but by the time you are able to see through the crowd, they have disappeared. The members begin to filter out of the hall.

You have what you came for. You know who killed Jonathan! You heard it from the murderer’s lips! But as much as it pains you to admit it, Jonathan’s death may not be the central issue now. It seems this sinister group plots treason!

You could take your information to the police, but would they believe you? Or would they demand more tangible proof of what you have heard? Certainly, there are important people here tonight, and the fact that the council leaders are masked argues that they are well known. If it comes to a contest of your word against all of theirs, yours will not count for much. Still, you have a place to start and you intend to get the proof you need. ***Pick a number and add your Artifice bonus:***

- *If 2-4, turn to 441.*
- *If 5-12, turn to 105.*

"Brother," the council spokesman begins, "you have been called here to discuss a grave matter, the matter of your preemptory action in the death of Candidate Brother Wheeler. Such action undertaken without council approval is cause for censure. What say you?"

"Leader, it was I who proposed him for membership and it was my responsibility to correct the error," replies Dillon. "We must preserve the secrecy of the cause at all costs."

"Brother, it has been suggested that your judgement has become clouded because of your heavy drinking," the leader points out sternly. "It has been further suggested your poor judgement in this matter is only the latest and the most unfortunate example of many similar incidents in the past year. Your fitness to remain at your post is now in question."

"Leader," Dillon answers, the back of his neck stiff with anger, "my drinking is my own affair and should not be the cause of anyone else's concern. It does not interfere with my duties in any regard, as those who know me best can attest if you but ask. Surely my loyalty to the cause is not at question here. While I admit my error in this incident, it should not reflect upon my past service; nor should it be taken as an indication of my present abilities. I have loyally served this cause for twenty years. This incident is of no lasting importance."

"How can you say that?" the leader asks, a note of rising incredulity in his voice. "Do you not know that we, as a group, stand to lose the backing of certain very influential individuals because of your precipitous action? That would be unmitigated disaster for our cause! Lieutenant Wheeler's family has powerful allies in government, allies we desperately need. One of them in particular is calling for your head and I, for one, am unconvinced we should not give it to him!"

"Leader," Dillon scoffs, not backing down, "we did well enough before without all this political maneuvering. We do not need it now. You and the council have neglected the very reasons for our existence in your desire to embroil our society in politics!"

"Hold your tongue, Brother!" the leader replies. "Though you have not the vision to see, there is wisdom in our course. Do you think we can stand alone against Parliament? If we do not have the might to enforce our wishes, our heads will surely decorate the Beefeater's pikes on the Tower wall!"

"To many what we plan here would be treason!" he continues, "Though we are sworn by our ancient oath to destroy the rot infesting our land, there will be opposition, powerful opposition. We cannot permit you to add to those enemies through unthinking acts. You will abide by the decisions of the Council of Five or risk the censure!"

"And I say I did what was necessary!" Dillon maintains stubbornly, his tone harsh. "I will abide by council decisions in other matters, and I take full responsibility for bringing the traitor here! Since it was my sin, it was for me to correct it. Let the retribution fall upon my head, if it must. The secrecy of the cause must be preserved if we are to prevail!" With that he spins on his heel and stalks from the room, every line of his body screaming defiance. *Check Clue T. Turn to 382.*

384

"I may be mistaken, but I would say this is a cloak check stub from the Leonidas Club," you comment, handing the ticket to Holmes.

"And you would be right," Holmes replies approvingly. "I published a monograph on ticket stubs just last year. The police have already used it to solve a forgery. You have potential, Lieutenant." He pulls a folder from the desk behind him and hands it to you. Opening it, you confirm the origin of the ticket stub.

- *If you checked Clue C, turn to 166.*
- *If you checked Clue D, turn to 413.*
- *If you checked Clue E, turn to 331.*
- *Otherwise, turn to 281.*

385

You walk away, wondering if Bosworth might be right. Maybe the ticket is nothing more than the receipt from a cab company. If only you could be sure. *Turn to 340.*

You attempt to question Mores, but he only stares at you, and you are unwilling to use the techniques employed by his friends to loosen your tongue.

It is Dr. Watson who suggests you search him to ensure he carries no more concealed weapons. The search yields no weapons, but you do find a piece of paper folded into quarters in his coat pocket. Unfolding it, you discover it is a message written on stationery used by the Council of Five. It appears to be in some sort of code as the words are all five letters long and make no sense.

You have has some experience with codes during your service and think the cipher used may be one familiar to you. You take the paper over to Holmes' desk and set to work. ***Pick a number and add your Scholarship bonus:***

- ***If 2-6, turn to 111.***
- ***If 7-12, turn to 108.***

The steward does not attempt to close the door and crush your foot. Instead, he reaches to one side and pulls a bellcord as he continues to block the door from the other side. The impasse continues while you attempt to convince him to let you in. He refuses to so much as answer, waiting patiently for you to leave. Just as you are about to relent, you hear the sound of footsteps in the hall.

"Is there a problem?" inquires a man's voice, low and gravely from the other side of the door.

"An intruder, Sergeant-at-Arms," the steward declares. "He wishes to enter without an entry card. He asked to see a Colonel Sterling on a matter of some urgency. I have informed him that man is not a member of the club, yet he refuses to leave."

"I will see to the matter, Steward. You may go about your duties." The steward nods gratefully and steps back, allowing the other man to come forward. The door swings fully open to reveal the figure of RSM Peter Austin. You blink at each other in surprise. He recovers faster. "Lieutenant Watson!"

"Hullo, Sergeant Major," you reply, a little embarrassed.

"Lieutenant, I do not understand your actions but I cannot allow you to come inside. The club is for the private use of the members. The steward is correct; Colonel Sterling is not a member here. You should contact him in Kingston."

"But what are you doing here, Sergeant Major? I would have thought this a bit below your dignity."

"Just temporary. Friend of mine was injured, and I am replacing him at night until he can resume his duties." You must admit defeat at this point, but find it curious that the RSM bars your entrance. *Check Clue S.*

- *If you decide to break into the Leonidas Club, turn to 234.*
- *If you visit Sherlock Holmes, turn to 435.*

388

The Provost Marshal does not believe you and he orders you to return to your quarters to await proper investigation of this matter. In effect, you are under house arrest and can no longer conduct your own investigation. You have failed, and now it will be up to Sherlock Holmes to solve Jonathan's murder.

- *If you begin again, turn to 308.*
- *If you want to read the solution, turn to 430.*

389

By the time you get to the chamber at the end of the passage, you find that the members of the council have stripped off their robes and masks, and have run up the stairs to the street level. *Turn to 397.*



390

You find a cab to take you to 221-B Baker Street. Asking the driver to wait, you dash to the front door where you are greeted by Mrs. Hudson. She informs you that Dr. Watson has left fresh clothing for you, should you call. He has anticipated your needs since he knew you did not intend to return to Kingston today. After changing, you climb back into the cab and instruct the driver to take you to Scotland Yard.

- *If you checked both Clues F and H, turn to 497.*
- *If you checked Clue G or Clue F but not Clue H, turn to 211.*
- *Otherwise, turn to 301.*

391

As you dash across the hallway, the guard steps out of the room, having made only a cursory inspection. He sees you and raises the alarm. Undone by a sentry lax in the performance of his duty! **Pick a number and add your Athletics bonus:**

- *If 2-6, turn to 136.*
- *If 7-12, turn to 192.*

392

You leave the pub and walk down the street to the club. A four-wheeler passes, stops, and four men get out, climbing the steps of the club just in front of you. They have apparently been drinking.

- *If you attempt to join them, turn to 224.*
- *If you stand back and allow them to precede you, turn to 310.*

393

Your choices have narrowed: you can either return to The Keep and search Dillon's office, or you can go to London and try your hand at the Leonidas Club.

- *If you have not checked Result IV, and you return to The Keep, turn to 295.*
- *If you checked Result IV, or if you go to London, turn to 174.*

394

You slip into the office without alerting the upstairs guard. Pulling the drapes, you search the office carefully, but find nothing. **Turn to 407.**

395

You see doubt in Jones' face and realize that it will take more than your suspicions to convince him that his superior is in league with criminals. You change your tactics, urging him to investigate the evidence you have uncovered and to tell Dr. Watson and Sherlock Holmes where you are. He agrees.

Far from satisfied with events, you know that nevertheless there is still a chance the plotters will be foiled. Jones is on the case with the evidence you have given him and, while that does not instill great confidence in you, you have his word that he will contact Holmes and your cousin. The council plotters will not succeed with those two on their trail!

- *If you begin the case again, turn to 308.*
- *If you want to read the solution, turn to 430.*

396

You open the basket and sort through the contents. You find a cigar butt (Clue I), torn fragments of five different newspapers (Clue J), a briar pipe, a broken umbrella, a shoe, a coin (Clue K), and what appears to be a wad of waste paper. **Check Clues I, J, and K. Pick a number and add your Scholarship bonus:**

- *If 2-7, turn to 462.*
- *If 8-12, turn to 262.*

397

You are not pleased with the result of your actions. Though Dillon will pay in kind for the murder of your friend, those ultimately responsible have escaped. Their plot is smashed and the murder solved, but the resolution still leaves a bad taste in your mouth. You find a moderate success a bitter pill when you were so close.

- *If you begin again, turn to 308.*
- *If you want to read the full solution, turn to 430.*

398

You decide to search Major Dillon's office before the light goes; it will be very dangerous after dark. Besides, you have a legitimate reason to be in the building, which is not the case in Kingston. You still have a choice, however; if you want to preserve the secrecy of your search, you must sneak into the headquarters. Otherwise, you can enter openly, claiming business related to Jonathan's death, which in a way it is. Still, the sentry may deny you entrance, as it is after hours, and you do not want the guard officer summoned to override the sentry's orders. *If you have not already checked Decision 9, do so now.*

- *If you openly enter the headquarters building, turn to 334.*
- *If you sneak in, turn to 279.*

399

You decide to question Corporal Bosworth. "No, sir, most tight lipped about it, he was," Bosworth replies to your question. "And I did ask."

"Did you ever see Lieutenant Wheeler with one of these?" You show him the ticket stub.

"No, sir, can't say I have. Cab ticket, most like. That wot the initials stand for, sir? London Coach, Limited. Big cab company, maybe the biggest." You put the ticket stub back in your pocket and, thanking the man, depart. *Pick a number and add your Intuition bonus:*

- *If 2-7, turn to 385.*
- *If 8-12, turn to 340.*

400

The stationery must be for Dillon's personal use, probably having to do with family matters, you decide. It is a good thing you were not misled about the importance of the matter. You believe this is a classic example of what Sherlock Holmes might call a false trail. *Turn to 496.*

401

After tidying the office, you return to your room to change into clothing more presentable for the Leonidas Club, then hurry to Kingston to catch the train. *Turn to 174.*

402

You change into dark but respectable clothing and start for Kingston, hoping Major Dillon and his wife will not be at home, affording you an opportunity to make a proper search. *Turn to 132.*

403

The constable asks you to follow him as far as the inner barricade, where he requests that you to wait as he leaves to fetch the detectives. From what you can see the damage is not as severe as the newspapers reported. You estimate that the station will be back in operation by morning. A short while later the constable returns with Chief Inspector Maxwell Stern!

- *If you checked Result I, turn to 406.*
- *Otherwise, turn to 285.*

404

You arrive at 221-B Baker Street to be greeted at the door by Mrs. Hudson. You go upstairs to find Sherlock Holmes.

- *If you checked Clues F and H and Decision 6, turn to 153.*
- *If you checked Clues G or H and either Decisions 4 or 5, turn to 103.*
- *Otherwise, turn to 130.*

405

Jones commandeers a cab to take both of you to Dillon's house, but upon arrival, you find police already present. Getting out of the cab, Jones asks you to wait and then walks over to the detective standing in the doorway. He speaks with the man for several minutes and then returns.

"Bad news, I am afraid," he begins. "Major Dillon has been murdered. His wife returned from visiting her sister and found him lying dead with a pistol in his hand. From the condition of the house, the detective here thinks he returned late last night and surprised a robber. However, I suspect we know the real truth."

"Yes," you reply, "They have killed him because he was a risk. Now they stand to regain the support he cost them. This is truly bad news. Do you have any ideas?"

"I do not believe it will avail us to pursue the matter at Scotland Yard," Jones answers slowly. "I am not ready to face the Chief Inspector. My own position is in jeopardy for releasing you."

"That leaves us one last alternative."

"Yes," Jones grimaces, "Sherlock Holmes." *Turn to 493.*

406

"Why are you here, Lieutenant?" the Chief Inspector demands angrily. "I believe I made myself quite clear earlier today. You are to stay well away from this investigation. Can you tell me why I should not have you arrested for obstruction of justice?"

"Yes, Chief Inspector," you grate angrily, "I believe I can! It is my opinion your investigation of this crime has been bungled from the start. Instead of letting the evidence guide you toward a solution, you have settled upon a solution, ignoring anything that does not fit your theory. I intend to write to Lieutenant Wheeler's father," you continue in an icy tone, "and tell him of the outright ineptitude of the police in uncovering the truth regarding his son's death. Mr. Wheeler is not without connections in government and will undoubtedly pursue the matter with all the resources and influence he can bring to bear. Does that answer your question?" *Pick a number and add your Communication bonus:*

- If 2-9, *turn to 488.*
- If 10-12, *turn to 455.*

407

You make your way out of the office and then the building. You have eliminated one alternative. Now for the Leonidas Club! You must hurry to the train station. *Turn to 174.*



408

You step into the chamber, leveling your pistol at the unmasked members of the Council of Five. How very appropriate, you think. "Stop right there, Colonel Sterling, if you please," you command. "And you other gentlemen, stand easy. You have an appointment with Scotland Yard, and I do not believe it will be in your office, Chief Inspector Stern." *Turn to 506.*

409

You decide that it is imperative to bring in the police before more mischief can be done by the membership of the Leonidas Club. You have no real direct evidence to convict or even to identify the leadership yet, but quick action will at least net you a murderer and foil their plans. You are willing to leave the rest to the police. After all, they are trained to ferret out such things, as they insist upon reminding you.

Together, you take a cab to Scotland Yard, arriving there just after dawn. You go inside to ask after Athelney Jones, leaving Mores to sleep in the cab outside. Making your way to Jones' office, you find the door locked. A passing constable tells you Jones has not yet arrived. You decide to go back outside, pay off the cab, and bring your companion inside. When you exit the building, you find both the cab and Mores gone. You are at the point of deciding what to do when Chief Inspector Stern gets out of a cab in front of the building and sees you. *Turn to 325.*

You make your way back to Kingston, realizing that the police will not answer your questions for some time, if ever. You have just entered your room when the regimental commander's orderly knocks on the door.

"Colonel Sterling's compliments, Sir," the man says, "Will you be good enough to come to his office just now?"

You nod, taking a swipe at your boots with the boot black brush, and start for the regimental headquarters. The building is a brown block two-story with a red-shingled roof that you have never liked. Having lived most of your life in India, you are more at home with the open, spacious architecture of colonial Britain. This great mound of block has always seemed to brood over the parade, dark and foreboding as a prison.

You enter the Colonel's office, snapping to attention and saluting in your most professional manner. (You know Colonel Sterling is something of a stickler for proper form and can be merciless when observing minor infractions.)

"There you are, Watson," Colonel Sterling says, looking out the window as he negligently returns your salute with the riding crop he holds in his hand. "Could not think where you had gotten to."

"Sorry, Sir," you reply. "I went into the city to make inquiries about Lieutenant Wheeler."

"Ah, yes. That is precisely what I wanted to see you about," Colonel Sterling says as he turns to face you. Tall and lean, Colonel Sir Edward Harrison Sterling, KB, OBE epitomizes the worst aspects of British aristocracy. His cold blue eyes and grey hair bestow an aloof dignity, and his depreciating attitude toward subordinates has always made him unapproachable. "I wonder if you would be good enough to take on the job of settling Wheeler's affairs, Watson. Gathering up his personal effects and sending them off to his family and such. I have already written to his father of the matter."

"Of course, Sir," you reply, knowing this is the Colonel's method of giving orders. "When shall I begin?"

"Immediately, if you please. I have already informed the Regimental Sergeant Major that you are to have no other duties until this one is completed. Do you think a week will be sufficient?"

"Certainly, Sir," you reply, faintly surprised that he has given you that long.

Later that night you sort through Jonathan's clothing, including the dress cloak to his mess uniform which, curiously, you found lying across his bed when you returned to the room. You suddenly remember Jonathan had worn the cloak the previous night. Puzzled, you reach over and pull it toward you. As you do, a small piece of red cardboard tumbles from an inside pocket. You pick it up to examine it more closely. It is rectangular, longer than it is wide, and torn across its shorter dimension. On the bottom of the untorn end are the letters "L.C., Limited" and, higher up the numbers "1104". *Check Clue A. Pick a number and add your Scholarship bonus:*

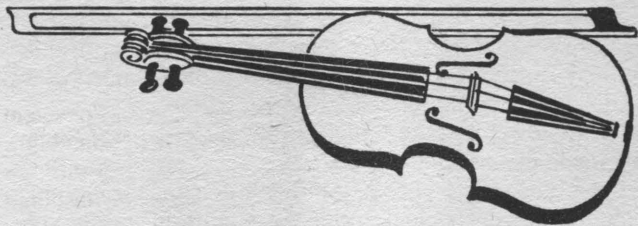
- *If 2-10, turn to 131.*
- *If 11-12, turn to 440.*

411

The light from the police constable's lantern illuminates the cellar and you notice a piece of paper lying on a beer barrel next to the remains of a cheap candle. You pick it up and discover it to be a draft of a communique from the Dynamiters to the police denying responsibility for the attack on Paddington Station. You stuff it in your pocket and go upstairs. *Check Clue G.*

- *If you continue to investigate on your own, turn to 425.*
- *If you visit the police, Check Decision 6 and turn to 390.*
- *If you visit Sherlock Holmes for help, turn to 404.*





412

Ahead you see the faint outlines of Peter Austin pulling Dillon down the passageway. They reach a small rocky chamber, and the RSM stops to light a candle. You slow down to keep from alerting him and, pulling out your pistol, advance.

Suddenly, the RSM swings Dillon around, throwing him against a wall. Then he snarls something you cannot hear and draws a pistol, cocking the trigger with one quick motion. He raises the pistol. You cannot shoot because Dillon is in your line of fire.

You shout to distract the RSM, telling Dillon to throw himself to the floor. ***Pick a number and add your Athletics bonus:***

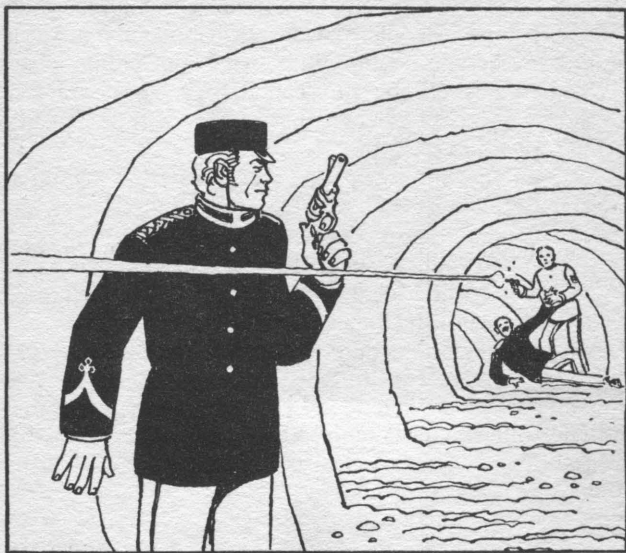
- ***If 2-7, turn to 418.***
- ***If 8-12, turn to 414.***

413

"Now, tell me more of your conversation with the Regimental Sergeant Major," Holmes says as you hand him the folder. "And leave nothing out. It has long been an axiom of mine that small things are often most important."

You tell him in as much detail as you can remember about the conversation but, as you speak, you are overwhelmed with doubts. In the presence of this great detective, your suspicions do not sound very convincing, and so much of what you suspect depends on dealing with the RSM on a daily basis. "I know the evidence is weak," you finish lamely, "but I am certain he knows something. It may be nothing in itself, but together with everything else, it may be significant."

“As you say,” Holmes remarks after you finish, “the evidence does not confirm your belief that Lieutenant Wheeler was not killed in the explosion at Paddington Station. I would have to side with the police at this juncture; there is no cogent evidence to the contrary, although it could be as you claim. Lieutenant Wheeler may have come to a bad end through some other circumstance and evidence of that crime obscured by the explosion. Just such a deception occurred in the Heist case in Potsdam in '41 and again in '78, in the Rossovitch affair in Moscow. But here, the evidence points to a hapless encounter with a Dynamiter's bomb.” *Turn to 123.*



414

The RSM snaps off a shot at you which screams past your ear. Seeing Major Dillon dive for cover, you fire your own pistol. Your aim is true. Your shot catches him high in the shoulder, sending his pistol flying across the chamber, and throwing him to the rock floor. You walk over and retrieve the pistol and settle down to wait for Athelney Jones. *Turn to 422.*

Returning to your room, you rummage through your desk until you find your father's letter. You open it and quickly scan the contents. "There it is," you say to yourself, "the address is 221-B Baker Street, near St John's Wood." You calculate furiously for a moment. The next train from Kingston will get you to Waterloo Station close to 4pm. You can reach your cousin's residence by dusk, well before the dinner hour. You promise yourself not to overstay your welcome, but sincerely hope that Dr. Watson will spare the time to listen to your tale.

Changing into your civilian clothes, you hurry off to the station. Fortunately for you, the train is running nearly ten minutes behind schedule, and you reach the station just as it is pulling in. As you board, you notice Major Dillon, also in civilian clothes, climbing into another car up the track. He doesn't see you. You decide that nothing will be gained by going forward to see him.

After an uneventful trip, you reach Waterloo Station and manage to find a hansom to drive you to Baker Street. Your earlier calculations prove correct; the sun is just setting as your cab pulls up to your cousin's residence. Checking your pocketwatch, you are confident that there is time for a visit, so you walk up the stairs and knock on the door.

After a moment, the door opens to reveal the figure of an older woman who waits for you to state your business. When you tell her you are here to see your cousin, Dr. Watson, her attitude softens considerably. She identifies herself as Mrs. Hudson.



"I thought you might be another of those people to see Mr. Holmes," she sniffs, letting you in. "You could never imagine the riffraff that climbs these stairs. The second door at the top," she points, turning to walk back to the kitchen, shaking her head and muttering to herself. You climb the stairs and rap on the door.

The door is opened by a tall, slender man wearing a lounging jacket. It is his eyes that arrest you, as intense and piercing as those of a bird of prey, a comparison emphasized by his long, aquiline nose. For a moment you feel as though a spotlight has shown full upon you and then, just as quickly, the sensation passes. He favors you with a slight but friendly smile, throws the door wide, and extends his hand in greeting.

"Welcome, Lieutenant Watson," says he. "I am Sherlock Holmes. Do come in. The good doctor will be quite pleased by your visit. He has been out of sorts all day."

You feel your knees sag. How does this perfect stranger know your name? "Good afternoon, Mr. Holmes," you reply, shaken. "I hope I am not intruding." You walk into the room and look around. It is large and airy, well-lighted, and comfortably furnished.

"Good Heavens, Holmes!" you hear someone exclaim as another man rises from an armchair near the fireplace. "Did you say Lieutenant Watson?" He is not as tall as Holmes but more sturdy and sports a bushy mustache. This must be your cousin, Dr. Watson.

"Yes, I did," replies Holmes. "Lieutenant Watson, allow me to present your cousin, Dr. Watson. I see the Lieutenant belongs to your old regiment, Doctor."

"Well met, well met," says Dr. Watson, striding over to pump your hand vigorously. Then, noting your confusion, he continues with a smile, "Never mind Holmes. He does that all the time."

"Yes, but how?" you ask, still shaken. "To my knowledge, I have met neither of you before today."

"You will have to ask Holmes," Dr. Watson says, shaking his head. "He astounds me every time."

"It is not as difficult as it sounds, Lieutenant," comments Holmes as he walks over to the breakfront to begin filling his pipe. "If I tell you, you will think it commonplace, as indeed it is. In fact, it is often more difficult to put into words than to actually accomplish the deed. Most of us look at people without really seeing them; I try to see them, then deduce what I can from that observation."

"Yes," you say, "but I do not understand how that process allowed you to identify me with such certainty. I was not aware that my father had written Dr. Watson about me."

"If he has, I did not know it, nor did I need to." Holmes pauses for a moment while he lights his pipe, then continues. "It is relatively simple, really. You bear a strong family resemblance to the good doctor, which is more evident to an outsider that it is to either of you. On the third finger of your left hand, you wear a ring with the Watson family crest. The good doctor has previously told me that he has no relatives living in England, but that does not preclude relatives living abroad. Your skin is tanned, though you have not had close acquaintance with the sun lately. That, together with the saber scar on your cheek, points to the Afghan War and your service in India. You wear the regimental tie of the Fifth Northumberland Fusiliers, the mark of an officer, and, by your age, you would be a lieutenant. Since I know Dr. Watson has no nephews matching your description, you must be a cousin. As I said, it is quite simple."

"Now that you explain it, it does sound simple," you comment. "But I doubt that understanding the deduction in retrospect is a feat equal to the accomplishment of the deed."

"Possibly," admits Holmes. "It is certainly true that few are willing to concentrate on an object, a person, or a situation long enough to see what is there to be seen."

"Enough of this," Dr. Watson interrupts, "We are forgetting our manners, Holmes. Please join us at the fire. You will stay to dinner, of course. Mrs. Hudson sets a fine table. It is woodcock tonight, unless I am very much mistaken."

"I would be pleased to join you," you accept gratefully, "but I am afraid this is not entirely a social call. I come for your advice regarding a grave matter, one in which you may not wish to involve yourselves."

"Pray, go on," encourages Dr. Watson, concern in his voice. Holmes remains silent but you realize he had already discerned something is troubling you and was only waiting for you to speak of it.

“You may have heard of the bombing last night at Paddington Station,” you begin and, at their nods, continue. “One of the victims was Lieutenant Jonathan Wheeler, my best friend. I have come to believe that the official version of events may be incorrect and that the police are too quick to pin the blame on the Dynamiters.” You outline what you have learned so far and conclude by pulling out the ticket stub.

- *If you checked Clue B, turn to 384.*
- *Otherwise, turn to 242.*

416

You wait until the next watch, hoping that the duty shift will be less wary. You then make an attempt to get back into Dillon’s office. You get in the door and up the stairs successfully but, as fortune would have it, the corridor guard spots you and again raises the alarm. You run once more, swearing you will never again play the thief in the night. Certainly, it goes against your morals; but with your luck, your career would be short anyway! *Check Result IX. Turn to 192. (Subtract 1 from any bonus on your next die roll.)*

417

You make your way outside and walk across the street to find a dark spot between streetlamps. Then you wait for Major Dillon to come out. If you can get him alone, you may be able to get the proof you need. *Pick a number and add your Observation bonus:*

- *If 2-7, turn to 203.*
- *If 8-12, turn to 205.*

418

The RSM snaps off a shot at you which screams past your ear. Seeing Major Dillon dive for cover, you fire your own pistol. Your aim is no better than the RSM’s, but the report of your pistol startles him, and you have time to get off another shot. *Pick a number and add your Athletics bonus:*

- *If 2-6, turn to 434.*
- *If 7-12, turn to 457.*

419

You enter a room on the second floor at the back, closing the door behind you. The room is large and obviously equipped as a single residence. It is tastefully furnished; you can imagine a member staying here might live very comfortably indeed. Unfortunately, the room is currently unoccupied.

You leave as quietly as you came, drawing the door carefully closed behind you. Just as it latches, you look up to find the steward watching you. He raises the alarm; you must run! ***Pick a number and add your Athletics bonus:***

- ***If 2-7, turn to 220.***
- ***If 8-12, turn to 169.***

420

Handling the items in the drawer very carefully, you shift their weight. Just as you thought! Having moved the box to one side, you see a small telltale set into one corner of the drawer. Fortunately, you did not set it off. ***Pick a number and add your Artifice bonus:***

- ***If 2-7, turn to 499.***
- ***If 8-12, turn to 431.***

421

"Yes, Sergeant, I saw him," the man answers eagerly, afraid to admit that he is uncertain. You can only hope that he does not later recant his lie. In any case, you will have no more opportunities to investigate here tonight. You must decide what to do now.

- ***If you go to the Leonidas Club, turn to 155.***
- ***If you have not checked Decision 10, you may go to Kingston to search Major Dillon's house. Check Result IV. Turn to 110.***

422

While you wait, you ask the RSM questions about his part in the affair, but he refuses to answer, preferring to glare hostilely at you. You doubt that even Scotland Yard will be able to force him to speak. ***Turn to 195.***

423

You realize that Dillon is choking to death. He will die unless you can help him! ***Pick a number and add your Scholarship bonus:***

- ***If 2-6, turn to 159.***
- ***If 7-12, turn to 256.***

424

When you picked up the stationery box you heard a faint snap which you ignored until now. Lifting the box out of the drawer, you see a small spring-loaded telltale set into one corner. Unfortunately, you set it off and it can only be reset with a key you do not have. Dillon will know someone has been here! ***Check Result VI. Turn to 438.***

425

You find a cab to take you to 221-B Baker Street where you are greeted at the door by Mrs. Hudson. She informs you that Dr. Watson has left fresh clothing for you, should you call. (He has anticipated your needs since he knew you did not intend to return to Kingston today.) After changing, you hail another cab and set off for the scene of the crime. ***Turn to 240.***

426

You arrive at the station just as the train is pulling out! You dash down the platform to leap up into the last car. With good fortune you will arrive in London in less than two hours. ***Turn to 174.***



427

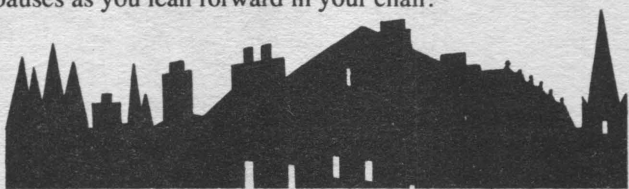
“Unfortunately,” continues Holmes, “I will not be able to assist you in your endeavor as my energies are presently consumed by another case.”

"Come now, Holmes," Dr. Watson interrupts. "Surely, you can spare some time for the young man. He is my cousin, after all."

"Just so, Doctor," replies Holmes. "I shall do so to the best of my ability, but I do not have the time to devote days or even hours to the Lieutenant. You know very well the case I am presently pursuing is a race I must run to the end. Though I may disappoint you, I must decline."

"But, Holmes, surely you can at least agree to consult upon the matter should Charles discover further evidence. It is your profession, your duty!" argues Dr. Watson.

"Certainly, I can do that," he agrees, "provided it does not interfere with my own investigation. Well, then," Holmes continues decisively, having set his limits, "to business! I would suggest you begin with the Dynamiters. You should speak with them. Ah, I see you already have a question," he pauses as you lean forward in your chair.



"Mr. Holmes," you begin, "I do not mean to be impertinent, but I must confess I find myself somewhat bewildered by your advice."

"How do you mean?" Holmes asks.

"I mean, sir, how is it you expect me to contact a secret society that Scotland Yard has been singularly unable to penetrate in years of intensive investigation?"

"Ah, that," replies Holmes. "You should realize, Lieutenant, that when attempting to enter a rabbit warren, it is best not to have the scent of the hounds upon you."

"If I take your meaning, you believe I will have an advantage over the police. I do not see how that is so, Mr. Holmes. I have no training in activities of this sort, and I have no idea where to begin."

"Lieutenant, at least a part of the answer is obvious." To your dismay you sense a touch of irritation creeping into Sherlock Holmes' voice. "If the Dynamiters are responsible for this heinous act, they will quickly claim credit for it. That is their practice. The morning newspapers should contain their statement. If they are not responsible, these criminals may claim the credit, but the confusion in their own ranks should prevent them from doing so quickly. In that case, their statement might not appear for several days. Finally, these terrorists may not have been responsible and, for reasons of their own, may decide to deny it altogether.

"In the first instance, it would be dangerous to approach them," he continues, "but the newspapers should warn you of that eventuality and remove any real need to pursue the matter further. In the second, quick action might secure the truth of the matter before all members of the band have been consulted. In the final instance, the terrorists might actually welcome an opportunity to deny responsibility to the right person, provided their cause would gain by it.

"The first case will be resolved in a few hours and requires no action on your part. The second and third possibilities require making direct contact with the terrorists. They will, therefore, involve an element of personal risk and some difficulty in establishing contact. I believe I can be of assistance in the latter possibilities."

"How so, Holmes?" asks Dr. Watson anxiously.

"The Baker Street division of the detective police force, of course," declares Holmes, with a faint smile.

"What?" you ask, feeling out of your depth.

"Street Arabs," Dr. Watson answers, nodding. "Holmes sometimes employs them to gather information."

"Quite right, Doctor," Holmes adds. "They often have access where I do not. I shall instruct their leader, Wiggins, to arrange a meeting with one of the principals of the Dynamiters tomorrow. You can spend the night, Lieutenant. Mrs. Hudson has a spare room which will suit you nicely."

●If you checked Clues C, D, or E, turn to 318.

●Otherwise, turn to 381.

You edge forward through the crowd at the back of the hall, muttering apologies. The men you pass are so intent on the ceremony, that they barely notice you. Finally, you are close enough to hear the words spoken by the participants.

The ceremony continues, for that is what you are witnessing: a membership ceremony. As you watch, the candidates are instructed by the masked figures at the front and then asked to swear an oath. The candidates are backed by sponsors carrying naked swords in their hands, evidence of the fate which must have lain in store for those who answered improperly in the past. You suspect the implied threat is only ritual now because the sponsors handle their swords self-consciously, and the blades are not razor-sharp battle weapons, but dull dress sabers.

The spokesman begins: "Know ye then, that we are the Conquerers, by whose blood the kings of this land purchase their glorious victories, the instrument of their terrible will. It is our fate to serve in the capacity we know best, to ride as the Four Horsemen of the Apocalypse upon any who seek to ravage those we are sworn to protect. It is our fate to shield the nation we hold dear from the savages at the gate. As Leonidas, the Agiad king of Sparta, who held fast at Thermopylae, we shall not allow them to pass!"

Another of the leaders intones: "We are of ancient pact, The Conquerers. We spring from the days of the Crusades, when brother knights sought to hold back the onrushing darkness with the only means at their disposal, their blood upon the sacred ground. When king fought with king in petty quarrels over events of no import and spent the lives of their liegemen like wastrels, heedless of their sacrifice, then a pact was formed among the hosts."



A third masked leader takes up the ritual. "Kings we shall follow, but not blindly. Where they lead upon the high road to England's destiny, then shall we follow, loyal and with unquestioning obedience. But when kings turn their back upon the vows they have sworn to God and England, then shall we betray our higher trust? No! For our duty is the higher course, and it lies in service to the land. We shall not betray that trust. And even kings we shall not permit to pass."



Then a fourth requests the vows of the candidates: "Do you swear allegiance to the higher course, the trust purchased by the blood of your brothers?"

"We do," the answers of the candidates come in a chorus.

"Do you stand ready to sacrifice your lives in service to the land?"

"We do."

"Do you swear to follow our sovereign who rules by divine right, so long as she honors the best interests of the nation?"

"We do."

"And do you swear allegiance to the Council of Five in all matters in which the interests of the nation are paramount?"

"We do," comes the ragged response from most of the candidates. But the naval officer hesitates, clearly troubled by the vow. The room is suddenly electric with tension. But after a harsh whisper from his sponsor, the young man completes the ritual, and a collective sigh of relief rises from the gathering.

It begins to come together for you now. You can see Jonathan here, dressed in his mess uniform, proudly set to join this prestigious club. But Jonathan, stubborn as he was, would never have sworn an oath he could not accept, regardless of the consequence. You know he would never have sworn this oath; the consequence of his refusal was death.

The leader of the masked figures then ceremoniously confers membership on the candidates. At his command, they turn to face the audience, who welcome them into the club with an enthusiastic round of applause. A moment later, the new members are shown to seats in the front row and the leader addresses the membership in earnest tones, announcing that it is time to discuss a tragic event. Then, he gives a signal and the double-doors swing wide once more and, out of the bright light, marches the familiar figure of Major Stephen Dillon.

- *If you checked Clue Q, pick a number and add your Intuition bonus:*
 - *If 2-6, turn to 156.*
 - *If 7-12, turn to 288.*
- *Otherwise, turn to 311.*

429

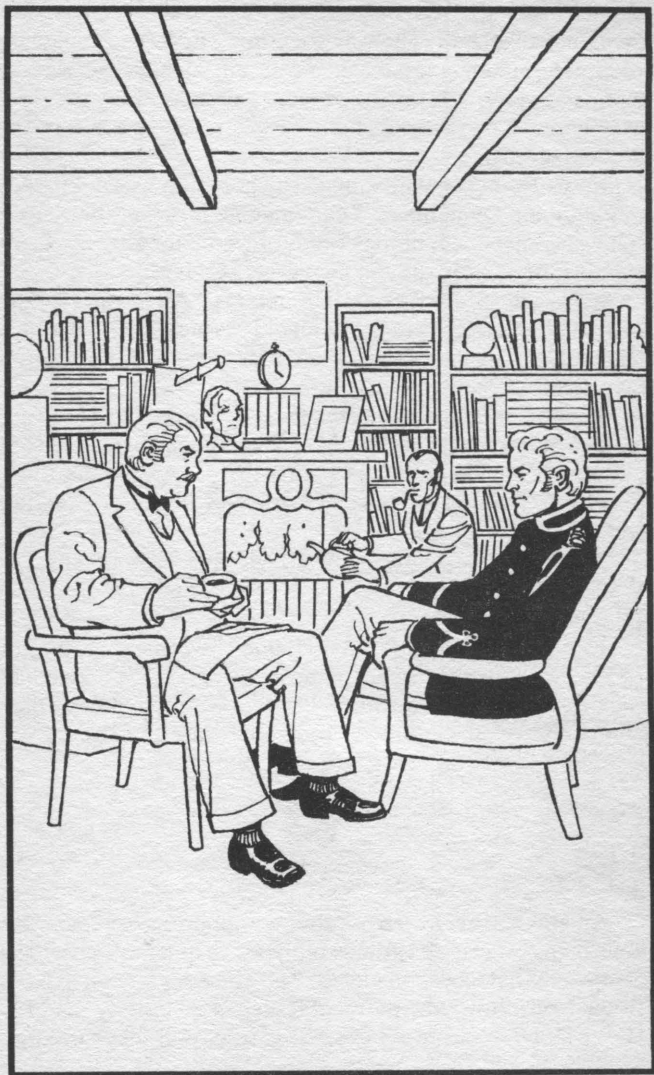
The cab travels no more than three blocks before it stops at a muffled order from its drunken occupant. It has pulled up opposite a pub, one still open in spite of the recent early closing laws. Dillon dismounts, pays the driver, and begins to weave his way into the pub. This is your chance. You stride up swiftly behind him. "Just a moment, Major Dillon," you say, swinging him around.

He peers blearily at your face for a moment and is about to say something when his eyes shift to stare at something over your right shoulder. **Pick a number** and add your *Intuition bonus*:

- *If 2-6, turn to 244.*
- *If 7-12, turn to 107.*

430

It is nearly a week before you have an opportunity to visit 221-B Baker Street. The occasion is a victory dinner, a veritable feast prepared in your honor by Mrs. Hudson. After supper, you follow Sherlock Holmes and Dr. Watson back to their sitting room, where you witness the most elaborate pipe-filling ritual you have ever seen. Finally, the pipe is stoked to Holmes' satisfaction, and the three of you settle into armchairs near the fireplace. Dr. Watson hands you a brandy snifter. You



sit back looking at your new friends, tobacco smoke wreathing them like angel hair. Then, as your thoughts turn to Jonathan, you raise your glass in a toast. "To absent friends," you say, as Holmes and Dr. Watson follow your example. "May they rest in peace." There is a moment of respectful silence before Dr. Watson speaks.

"So you were right all along. The bombing was not perpetrated by the Dynamiters. I can imagine it is not often those fellows are innocent of the crimes of which they are accused! Very astute of you, do you not agree, Holmes?"

"Yes, quite," Sherlock Holmes replies. "An instinct for the hunt. And it just goes to prove an old saying of mine that it is the little things that determine the success or failure of an investigation."

"The button and the ticket stub," you agree. "Yes, you are correct. Without the button it would have been difficult indeed to identify Major Dillon as the murderer. And without the ticket stub I would never have learned of the Leonidas Club and its secret society."

"They led you to the Council of Five," comments Dr. Watson, "and their plot to overthrow Parliament. Remarkable, just remarkable."

"I do have a question, Mr. Holmes," you say. "I do not understand how this organization came to believe they could actually accomplish their ends. It would seem a foolhardy plan to me. At best, they could spark a civil war."



"An atmosphere of terror provides opportunities for ambitious men," Sherlock Holmes replies. "In quieter times, their plan would have been madness. The good doctor can expand on that; he follows the political issues more closely than I."

"Yes," Dr. Watson replies. "It is true; politics is in large

measure responsible for the plot."

"How so?" you ask.

"When Mr. Gladstone proposed home rule for Ireland, many of his own party became disaffected with his leadership. Some defected to the Tories but, as we know, a few had other plans. Did you know that the council spokesman was actually Stuart Blackpool, a minister without portfolio in the government?"

"No," you reply, "I did not. I have never had much interest in politics."

"Hear! Hear!" agrees Sherlock Holmes, with a slight bow in your direction.

"Nevertheless," continues Dr. Watson, unperturbed, "it was politics that provided the motivation for this crime. The refusal of a small number of ambitious and cunning men to put their trust in the democratic process. I fear they came closer to succeeding than either of you credit."

"That may be, Doctor," says Holmes, "but I notice the newspapers did not mention the danger of civil war."

"A telling point, in my opinion," rejoins Dr. Watson.

"Ah yes," you comment, noticing the thoughtful look in Holmes' eye. "You may very well be right. I must admit I did not think of it that way."

"Still, in all, a very fine investigation," comments Sherlock Holmes. "You have the makings of a detective! I hope you are not too disappointed that Athelney Jones is enjoying all the credit in the newspapers," he smiles wryly. "The price of success, I am afraid. But if I know Dr. Watson as well as I think, I would wager he is already at work on a pamphlet to place the credit where it truly belongs."

You know you have just received the highest compliment which Sherlock Holmes is capable of bestowing. It almost causes you to miss Dr. Watson's reply.

"True, I was working on piece, but I doubt that it will see print for a long time."

"How so, Doctor?" Holmes asks.

"I must confess I have been withholding information from you both," Dr. Watson answers. "I was waiting for the proper moment." He carefully places his pipe on the stand next to his chair and walks over to a bookcase, where he takes a package from behind a row of books. He hands it to you and returns to his chair. Retrieving his pipe, he continues. "I had a visitor this afternoon. That is why I know I shall not be permitted to publish the case of the Dynamiters now, if ever."

"And what is this?" you ask, examining the small, plainly-wrapped parcel in your hands.

"It is for you," he replies, a smug look on his face. You look at Holmes for a clue but, for once, he appears as much at sea as you. Shrugging, you open the package. Under the wrapping is a small velvet-covered box. Opening it, you find a rolled parchment lying on top of a medal, a medal you have rarely seen. The Victoria Cross! On the back, it is inscribed with your name. With shaking hands, you unfold the parchment. It reads:

To Our faithful servant:

Lieutenant Samuel Charles Watson,

It has come to Our attention you have rendered a most valuable service to the Crown. It grieves Us you shall not receive public recognition for your brave and unselfish acts, but Our ministers have advised against a ceremonious presentation in these unsettled times. In the future, these matters may become public knowledge but, in the interim, perhaps it will be of some comfort for to you to know your Queen appreciates your efforts on Her behalf.

Victoria

R

*By the grace of God,
Queen of the United Kingdom of
England and Ireland*

THE END

431

You carefully lift the box just enough to examine the telltale's trigger. You notice a small hole, just big enough for a pin. This is obviously how Major Dillon disarms it when he needs to open the drawer. You open another desk drawer, looking for the pins the British army commonly employs to fasten together sheets of paper. Sure enough, you find one and use it to disarm the telltale. Check *Result V*.

- *If you examine the contents of the box, turn to 356.*
- *If you examine the pistol, turn to 199.*

432

You are certain in your heart that Major Dillon is an important and sinister key to this case, but you need proof to convince the police. Also, you still have no clue as to the circumstances surrounding Jonathan's death. Taking your leave of Holmes, you catch the next train to Kingston. *If you have not already checked Deduction 2, do so now. Turn to 319.*

433

"And I say you do not have the authority to do that on your own, Leader!" Major Dillon snaps. Then turning to the members, he continues, "I tell you, Brothers, our cause is already doomed if the Council of Five is permitted to take such action against a brother without the consent of the entire membership." You find Dillon's argument interesting. His life may hinge on this debate, yet he is not contesting whether he deserves to die, but rather the mechanism by which his execution is to be effected. *Turn to 201.*

434

You throw yourself to the floor and fire again. Your shot misses once more, and rock chips fly from the wall near the RSM's head. Then his pistol replies. *Pick a number and add your Athletics bonus:*

- *If 2-5, turn to 451.*
- *If 6-8, turn to 443.*
- *If 9-12, turn to 436.*

Having gathered enough information to whet Holmes' appetite, you should be able to convince him now that you are dealing with a very serious matter. You travel by cab to 221-B Baker Street where Holmes himself answers your knock! He invites you upstairs, and you swiftly tell him all you have learned. You were right; Holmes is fascinated. His eyes fairly sparkle with interest as he asks you one excited question after another. The questions he asks elicit information you were unaware you had. Finally, Holmes sits back in his chair and takes a pipe from the rack, filling and lighting it. Streams of smoke curl toward the ceiling as he thinks over what you have told him.

"You were quite right to come to me, Lieutenant Watson," he begins. "You have worried this case like an English bulldog, and a most singular case it is too. 'Pon my word, but you have sparked my interest.

"I believe that Lieutenant Wheeler's death is connected to some even larger issue, though I cannot yet say what that is," the great detective continues. "However, you have compromised yourself and can no longer act freely, as the schemers know your identity. You must stay here. Do not go out into the street. Do not show yourself at the window. And, above all, do not speak with anyone. I shall complete your investigation and bring the villains to justice."

- *If you wish to begin again, turn to 308.*
- *If you wish to read the solution to this case, turn to 430.*

You twist to the side and feel the bullet whiz past your cheek. You shoot again, remembering to squeeze the trigger instead of jerking it this time. Fate guides your hand. **Pick a number** and add your *Athletics* bonus:

- *If 2-4, turn to 453.*
- *If 5-12, turn to 459.*

You spring out of your cab, paying the driver with alacrity as you attempt to convey to unseen onlookers the impression of a man on an important mission. You stride quickly to the entrance and give the bell a vigorous pull. In seconds the door swings open to reveal the starched and unforgiving figure of the club steward.

"Quickly, man!" you say. "I must speak to one of your members. It is a matter of the utmost urgency."

"And with which member did you wish to speak, sir?" the steward asks frostily.

"Colonel Sterling," you declare, risking a ranging shot.

"That name is unknown to me, Sir," the steward replies, beginning to close the door.

"Well, he must be here," you lie. "I am quite sure I saw him enter not five minutes ago. I must see him. The matter is urgent!"

"Colonel Sterling is not a member, sir," the steward replies firmly. "Now if you will be so good as to leave." You put your foot between the door and the jam, preventing the steward from closing it.

"I really must insist," you say, grim determination in your voice. *Turn to 387.*



As you pick the calling cards up from out of the stationery box, the bottom one falls to the desk in front of you. It has Major Dillon's name on it.

- *If you believe the stationery is central to solving the case, turn to 172.*
- *If you believe the stationery is unimportant, turn to 400.*

Again, the terrorist leader stiffens in his chair, but this time he vents his anger. "You, sir, are a fool!" he hisses very quietly. "An arrogant English fool! It is probably a mistake for me to allow you to live but I shall do so because your pursuit of this investigation can only serve our ends. But do not mistake me on this, sir; come here no more or I shall not be responsible for your life." He stalks out, leaving you alone in the cellar.

- *If you continue the investigation on your own, turn to 425.*
- *If you visit the police, check Decision 6 and turn to 390.*
- *If you visit Sherlock Holmes, turn to 404.*

440

The ticket jogs your memory. You remember that Jonathan had been dressed in his mess uniform when he left, rather formal attire (even for him). He had been evasive about his plans, but you recall that his father had belonged to an exclusive men's club in London, one named for some ancient Greek hero. Your knowledge of Mycenaean Greece is fragmentary but you make the connection with Leonidas, the Agiad king of Sparta who died heroically at Thermopylae. The initials might stand for the Leonidas Club. *Check Clue B. Turn to 308.*

441

You get no farther than the door before you feel strong hands grab you from behind. You try to swing around to get at your attackers but something hard crashes against your head, and you feel yourself falling. *Turn to 115.*

442

You decide you cannot wait for the police. The council may escape. You dash to the secret entrance before it closes and, stopping long enough to wedge the door open, follow them down the passage. *Turn to 289.*

443

You feel a shock as the pistol is torn from your hand. You reel for a second, then throw yourself at the RSM before he can get off another shot. *Pick a number and add your Athletics bonus:*

- *If 2-6, turn to 468.*
- *If 7-12, turn to 465.*

444

Picking up the pistol, you heard a faint snap which you ignored until now. Lifting the pistol completely out of the drawer, you see a small spring-loaded telltale set into one corner of the drawer. Unfortunately, you set it off, and it can only be reset with a key you do not have. *Check Result VI.*

- *If you take the pistol, turn to 150.*
- *If you leave the pistol, turn to 361.*

445

You attempt to allay the Chief Inspector's suspicions, but his attitude hardens. "Lieutenant," he says coldly, "you may well be just what you say, but it occurs to me that you are at the very least providing aid and comfort to a very dangerous band of criminals by interfering with our investigation. I shall give instructions to have you watched. For your own good, of course. Now, good day."

- *If you go to the scene of the crime, turn to 240.*
- *If you visit Sherlock Holmes:*
 - *If you checked Clues F and H and Decision 6, turn to 153.*
 - *If you checked either Clue G or H and either Decision 4 or 5, turn to 103.*
 - *Otherwise, turn to 130.*
- *If you visit the Leonidas Club, turn to 174.*



446

You are known to the sentry at the building entrance. He allows you to enter without challenge when you claim to have business in the building. Instead of going to your unit office, as the sentry assumed, you creep up the stairs and attempt to get past the upstairs guard unseen. ***Pick a number and add your Artifice bonus:***

- ***If 2-6, turn to 364.***
- ***If 7-12, turn to 394.***

447

Carefully, you open the door and enter the room. It is empty. That puzzles you, because from your vantage point outside, you could see both exits. Did the RSM leave a note to someone? You turn up the oil lamp a little and risk lighting one of the gas lamps, but you can find no evidence of a message.

You turn off the lamps and leave the room. Leaving the Leonidas Club, you decide that nothing more will be gained tonight and wearily make your way to 221 Baker Street where you tumble into bed.

You awaken early the next morning, shaving and changing into the fresh shirt Dr. Watson left for you. After a hearty breakfast prepared by Mrs. Hudson, you set off for Scotland Yard. You wish you had the opportunity to discuss the matter of the RSM and Dillon with your cousin and Mr. Holmes, but Mrs. Hudson claims that they went out and did not return last night. ***Turn to 520.***

448

You decide to wait for Holmes to return. You feel certain he will be able to break the cipher. In the meantime, Dr. Watson asks if you would mind if he has a go at it. In an embarrassingly few minutes he breaks the code. Then he turns to you with a twinkle in his eye, "I must confess I had some experience with ciphers in Afghanistan." ***Turn to 112.***



The early afternoon sunlight disappears as you descend into the dimly lit gloom of the Underground station. Oil lanterns placed by the repair crews provide the only illumination, throwing the area into stark relief. The work places are brightly lit, but elsewhere the station is cast in deep shadow.

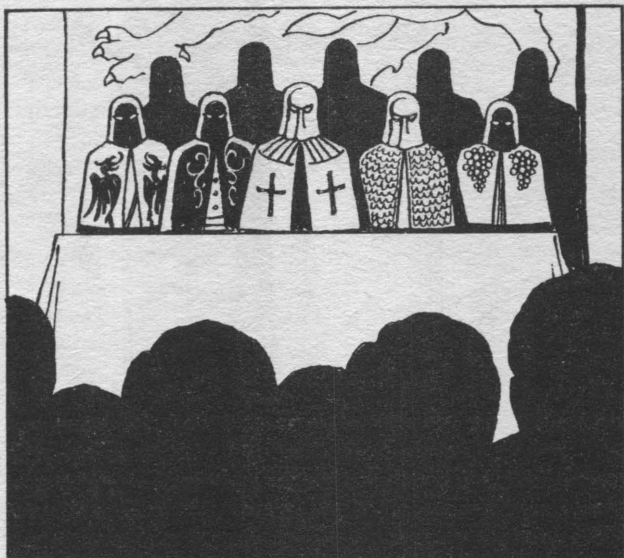


After a moment the detectives leave you to your own devices and you stroll around the area. You observe that the explosion did more damage than you could see from outside.

The bomb apparently detonated near the tracks, shattering several benches placed along the wall and one of the wooden staircases leading down from the upstairs railway station. Repairs have not yet begun on the staircase, but there are several other entrances to the platform, so it has not received more than cursory attention. More damage was done to the gas lighting fixtures on the ceiling, which were apparently blown out by the force of the explosion and then ignited after a gas

buildup, causing damage to the roof supports. The efforts of the repair crews are focused here. As you walk across the station, you see the police are packing away what appears to be an evidence basket.

- *If you ask to examine the evidence basket, turn to 461.*
- *If you look around by yourself, turn to 148.*



450

Moments after you have settled yourself, you discover that the meeting is about to begin. The members still standing either move to the rear, partially obstructing your view, or find their seats. The sound of conversation dies, and the hall grows very quiet. The gathering faces a dais such as one might find in a church. A table sits on the dais covered by a white tablecloth and, lying on the table are objects which you are too far away to see. The light in the hall dims as the gas lamps are extinguished, leaving only the shadowy light of massive standing candelabra on either end of the room and sconces along the walls.

The hush deepens as high double-doors along one wall swing open. Six men march in, four of them in the mess uniforms of the most prestigious regiments in the British army. The remaining two are naval officers, also in dress uniform. They march down the center aisle, past you, and toward the front of the hall.

Your eyes are drawn to the table at the center of the dais. There are men quietly standing behind the table, five men who were not there just seconds ago, masked and wearing long ornately embroidered and jewel-studded capes. The capes gleam red and blue as rubies and sapphires reflect the light of the candles. The images on the capes are difficult to see from where you sit, but you make out the shapes of Crusader crosses and family crests of some of the most noble lines in Britain.

The marching men come to a halt just in front of the masked figures. Six boot heels crash to the floor as they stand to rigid attention.

You hear a low murmur from one of the masked figures and see his mouth move as he speaks to the uniformed group in front of him.

"We do," answer three of the six in loud voices. You are too far back to hear both sides of the conversation.

- *If you attempt to move forward, turn to 142.*
- *If you stay where you are, turn to 161.*

451

You feel a shock as the bullet strikes you in the shoulder. The world tilts crazily as you sink the floor. **Turn to 476.**

452

The door flies open with a crash; you look up to see the Sergeant-of-the-Guard standing there, backed by several of his men.

"Yes?" you say, feigning irritation. "What is it, Sergeant?"

"An intruder," the man replies. "How long have you been here, sir? I was not told there was anyone in the building."

"I have been here for nearly an hour, Sergeant. I saw the guard there," you point at the inside sentinel, "make his check nearly ten minutes ago. Surely he saw me." The Sergeant turns to the guard. You hope the man's laziness will work for you now instead of against you. ***Pick a number and add your Communication bonus:***

- ***If 2-6, turn to 328.***
- ***If 7-12, turn to 421.***

453

Your shot blasts the pistol from his hand, and you back him against the wall until help comes. ***Turn to 422.***

454

Once you hear the steward open the front door, you know you are safe for the moment. He cannot be certain you are still in the building. This will give you time to slip out the back door and make your escape through the mews to tell Sherlock Holmes what you have found. Alternatively, you can rejoin the members, hiding in the crowd.

- ***If you rejoin the meeting, turn to 324.***
- ***If you visit Sherlock Holmes, turn to 435.***

455

To your utter amazement, Chief Inspector Stern backs down. True, he does it graciously and subtly, but he backs down all the same. You are allowed inside. ***Turn to 449.***

456

You start to run but before you can take more than a few steps, another sentry appears from around the other corner. Even worse, this man knows you! You decide to bluff your way past him.

"Lieutenant Watson!" the sentry says in astonishment.

"Quick, man," you reply. "Did you not see him run past you?"

"Run past? Who, sir?"

"The intruder trying to break into the RSM's cottage. I saw him through the trees there," you point to the trees where you were seen by the other sentry. "I was just in the act of rushing down upon him when the shout came and he fled into the trees. Surely you must have seen him!"

"No, sir, I did not," he replies doubtfully. "Would you accompany me to see the Sergeant-of-the-Guard, sir? He may know what to do."

You repeat your story to the Sergeant-of-the-Guard. ***Pick a number and add your Communication bonus:***

- *If 2-7, turn to 124.*
- *If 8-12, turn to 200.*

457

You throw yourself to the floor and remember to squeeze the trigger instead of jerking it. ***Turn to 525.***

458

Leaving the way you came, you ponder what to do next. You could search Dillon's office at The Keep or go into London to investigate the Leonidas Club.

- *If you investigate the Leonidas Club, turn to 174.*
- *If you search Major Dillon's office, turn to 398.*

459

Your shot lifts him off his feet, throwing him against the wall like a ragdoll. For a moment you think he is dead. Then he groans and tries to sit up. ***Turn to 422.***

460

They are not long in coming. There are three men, big and looking for trouble. They take you to another room in the basement. This one is larger and well-lighted. There is a man wearing a mask seated at a table behind an oil lamp.

"Come in, Lieutenant Watson," he says. "I am the spokesman for the Council of Five. We are very interested in you, but most of all we would like to know why you are so interested in us."

"Because Lieutenant Wheeler was my friend," you answer.

"I thought as much," he replies, unruffled. "A personal matter. But you have come too far, and you know too much, for someone inexperienced in investigative work. You have had help; and I want to know the names of your friends."

"I had no help," you lie. "It was not as difficult to penetrate your maze as you think. There was a wealth of evidence to lead me to you. I had but to follow it."

"I think not," the spokesman comments abstractedly. "But we shall see."

What follows is painful and unpleasant, but you have suffered beatings before. These men are experts and do no lasting damage. You tell them nothing. At last the leader sighs in disappointment and tells the roughs to take you back to your cell.
Turn to 210.

461

"Sergeant," you say, "would you mind if I had a look in the basket?" **Pick a number and add your Communication bonus:**

- **If 2-7, turn to 362.**
- **If 8-12, turn to 347.**

462

You examine the contents of the basket, but nothing seems out of the ordinary. It is nothing more than the rubbish found in any rail station.

- **If you leave, Check Result III and turn to 128.**
- **If you decide to stay and look around further, turn to 148.**

463

You decide to chance another search. Which item will it be? *(You may search an item more than once.)*

- **If you search the desk, turn to 489.**
- **If you search the wardrobe, turn to 481.**
- **If you search the bookcase, turn to 341.**
- **If you search the filing cupboard, turn to 475.**

464

After a time, you notice that in addition to the cards the guests show at the door, each of the callers says something to the steward. Obviously, a code of some kind, but how will you acquire it? You watch several parties enter and see the same procedure repeated. Then your patience is rewarded as a noisy group in a four-wheel growler pulls up in front of the club. It is well past the dinner hour, and this group of late arrivals has had a little too much to drink. They are boisterous and should not make any objection if you join them. It also presents you with an excellent opportunity to learn the code. **Turn to 224.**

465

You manage to grab him before he can fire another shot. Twisting the pistol from his hand, you throw him against the wall and hold him until help arrives. **Turn to 422.**

466

You turn the newspaper over and find that it is today's issue of the *Standard*. By the light of a match, you leaf through it, finding a pencil mark in the personals next to a notice announcing tonight's general membership meeting of the Leonidas Club. You wonder why the RSM would take an interest in a posh gentlemen's club. Resolving to find out, you set off for the train station. **Turn to 174.**

467

No sooner have you reached the back of the house than you hear a shout. You have been discovered! You must get away before being identified. **Pick a number and add your Athletics bonus:**

- If 2-6, **turn to 456.**
- If 7-12, **turn to 299.**



468

He partially avoids your rush, but you knock the pistol from his hand before he can fire again. While you scramble for his pistol, the RSM uses the opportunity to escape through a door on one side of the chamber, wedging it tight from the other side. *Turn to 195.*

469

You steel yourself to hear the snap of the device, hoping the trigger you spotted is nothing more dangerous than a simple telltale. An alarm would be disastrous right now! You move the pistol and hear the faint snap of a telltale springing into place. You breathe a sigh of relief. Perhaps by the time Major Dillon sees the indications you have been here, you will have enough evidence to bring in the police.

You lift the pistol out of the drawer and smell the barrel. It has been fired recently! Was this the weapon used to kill Jonathan? *Check Result VI.*

- *If you take the pistol, turn to 150.*
- *If you leave the pistol, turn to 361.*

470

The constable looks at you for a moment, then regretfully shakes his head. "Sorry, Sir," he says gruffly, "I cannot comment about ongoing investigations. The Chief Inspector would have my head if I did." Then he appears to reconsider for a moment. "Lieutenant," he continues in a kindlier tone. "Come back in a few days and ask for Mr. Athelney Jones. He's the detective assigned this case. He may be able to help you."

Just then two men enter and stand conferring in the lobby. The sergeant leans forward conspiratorially, "There's the man to see. The stout one is Mr. Athelney Jones." Looking in the direction he indicates, you see a man tall and burly but beginning to run to fat. His eyes burn small and bright, hidden behind swollen lids.

"Who is the other?" you ask, nodding toward the second man who is of medium height, immaculately dressed, and with the air of a gentleman.

"Chief Inspector Maxwell Stern, Mr. Jones' superior — and mine too." He straightens as Athelney Jones walks toward you.

"Trouble, Sergeant?" he asks.

"No, Sir," the sergeant replies. "The Lieutenant here came for information about the bombing last night." You introduce yourself, but it is readily apparent Jones has little interest in helping you. He rather arrogantly informs you that the police will not divulge information concerning an active investigation, then turns and walks away. *Turn to 410.*



471

After Mores' escape, you stand and, brushing yourself off, look over at Dr. Watson at the window.

"Are you all right, Doctor?"

"Yes, yes, my boy, never better," he declares, carefully fingering the broken window glass.

"I shall be happy to pay for the breakage, Dr. Watson," you say, feeling very foolish. "It is the least I can do."

"No, no, not necessary at all. Not your fault. He fooled me as well. I dare say had Holmes been here, the fellow would be sitting trussed as neat as a Christmas goose right now."

"I must insist on paying for the breakage," you say. "I was foolish enough to bring him here. And the worst of it is that he knows who you are now. When he reports to his masters, both you and Mr. Holmes will be in danger." You go back across the room to right the toppled chair when you note a piece of paper lying on the floor.

"Hello, what have we here?" you ask, picking it up. Turning it over, you discover a piece of stationery used by the Council of Five. It has Major Dillon's name and address in Kingston written on it.

"What do you make of this, Dr. Watson?" you ask, handing it to him. "It must have fallen out of Mores' pocket during the struggle."

He looks at the paper for a minute and then comes to the same conclusion you did. "I believe this fellow Mores is a spy and possibly an assassin for the Council of Five," he answers. "And I think he has been given an order to kill Major Dillon as soon as he completes his assignment concerning you."
Turn to 100.

472

You decide the next logical step is to visit the Leonidas Club and now have good reason to believe that it may be the key to solve the mystery.

As for the Leonidas Club itself, you know very little about it. Most of the better clubs in London are for the exclusive use of their very restricted membership. Joining such clubs is accomplished by invitation only, and many have long waiting lists. Some are so sought after they are passed from father to son, along with the family estate.

Like many others, the Leonidas Club is not imposing from the outside, conveying an image of quiet dignity and understated elegance. It nestles between a hotel and a private residence, all rising three stories above the street. Only the small brass plaque below the bell pull identifies it as a club.

- *If you attempt to bluff your way inside, turn to 437.*
- *If you use the card from Major Dillon's desk to get in, turn to 246.*
- *If you stand back and watch the entrance, turn to 298.*

473

You spring from your cab, paying the driver with alacrity as you attempt to convey to unseen onlookers the impression of a man on an important mission. You stride quickly to the entrance and give the bell a vigorous pull. In seconds the door swings open to reveal the starched and unforgiving figure of the club steward.

"Quickly, man," you say. "I must speak to one of your members! It is a matter of the utmost urgency!"

"And with which member did you wish to speak, sir?" the steward asks frostily.

"Colonel Sterling," you declare, risking a ranging shot.

"That name is unknown to me, Sir," the steward replies, beginning to close the door.

"Well, he must be here," you lie. "I am quite certain I saw him enter not five minutes ago. I must see him."

"Colonel Sterling is not a member, sir," the steward replies firmly. "Now if you will be so good as to leave." He pushes the door shut.

- *If you attempt to break into the club, turn to 276.*
- *If you visit Sherlock Holmes, turn to 146.*

474

"Lieutenant Watson, what are you doing here?" demands the Duty Officer, a captain whom you know slightly. "I was given to understand that Colonel Sterling had relieved you of all other duties until you had settled Lieutenant Wheeler's affairs."

"That, sir, is true," you reply with a confidence you do not feel. "However, responsibilities do not evaporate because one does not attend to them. Captain Anderson will expect the training schedules when he returns from Dorset tomorrow, Colonel Sterling notwithstanding. I decided to leave the dinner tonight to finish them." It sounds plausible to you. You just hope the captain does not notice that the papers you have in front of you are last month's supply requisitions. Fortunately for you, he does not appear to be interested in them.

He turns to the sergeant. "It is all right, Sergeant. I shall assume responsibility." The sergeant takes his men and leaves, but the Duty Officer stays behind. "Watson," he says, measuring you with a cool, detached look. "I do not know you well, but I believe you were lying just now. I do not know what you hope to accomplish by this deceit, but rest assured that the matter will not end here. In the meantime, there is no need to air our soiled laundry in public."

"Yes, sir," you reply, knowing there is very little you can say. He departs, leaving you with a decision to make.

- *If you have not checked Decision 10, you may search Major Dillon's house. Check Result IV and turn to 121.*
- *If you investigate the Leonidas Club, turn to 266.*

475

The filing cupboard is to one side of the desk, blocking entrance behind the desk on that side. It is nearly as big as the wardrobe, and nearly as ugly. You open it and begin going through the contents. **Pick a number and add your Observation bonus:**

- *If 2-7, turn to 508.*
- *If 8-12, turn to 491.*

476

You wake up in hospital, your chest and shoulder heavily bandaged. Later, you learn that Athelney Jones found you lying next to the body of Major Dillon. The RSM has escaped. **Turn to 195.**

477

That afternoon Dillon is brought in from Kingston and taken to Athelney Jones' office. You explain to Dillon what you know and tell him of Mores' mission, showing him the coded message. At first, Dillon appears unruffled and refuses to discuss the matter, but then asks for an opportunity to consider what you have told him. Jones agrees, and Dillon is taken away.

You are discussing strategy with Dr. Watson and the Jones when a constable knocks at the door and informs the detective that Major Stephen Dillon has been found dead in a holding cell in the basement. Subsequent questioning reveals that by an unfortunate accident Dillon was placed in the same cell as the erstwhile Lieutenant Mores. And now Mores has disappeared. For a moment you wonder if the plotters have managed to subvert Scotland Yard, but then you dismiss the thought as ludicrous.

"That leaves us one last alternative," you comment to Athelney Jones.

"Yes," Jones grimaces, "Sherlock Holmes."

Your investigation ends in partial success. With the evidence you have uncovered to date, Sherlock Holmes will swiftly solve the case. The plot against the realm will fail, but there is no evidence to try the council plotters. The murderer, Dillon, is dead, but the reasons for Jonathan's death will never become known. At the very least you can write to Jonathan's father and tell him that his son died honorably, refusing to betray his country.

- *If you begin the mystery again, turn to 308.*
- *If you only want to read the solution, turn to 430.*

478

Going through the drawer on the left pedestal, you notice that it is shallower than would make sense. You take a stack of file folders from the drawer and put them on the desk. Then you examine the inside of the drawer more carefully. Sure enough, you discover a false bottom to the drawer. Carefully, you pry it up with your penknife and look inside. Lying in the exposed secret compartment are a service revolver and a stationery box!

- *If you open the stationery box, turn to 484.*
- *If you examine the pistol, turn to 247.*
- *If you examine the objects without touching them, turn to 365.*
- *If you shut the drawer and leave, turn to 518.*

479

You convince the barkeep you read about the account of the bombing in the newspapers and only wanted more information to share with your Irish relatives back in America. He watches you closely but appears satisfied. **Turn to 521.**

480

You race down the passageway, pursuing the fleeing figures. By now you hear the police far behind you as Athelney Jones bellows your name. You do not reply for fear of alerting your quarry.

Then, from behind you and very distant, comes the sound of a gunshot and a faint cry. You guess the police have caught up with the RSM and Dillon. The sound of the gun makes you wonder if the council members are armed. **Turn to 490.**

481

The wardrobe looms along one wall like a massive mahogany beast, frowning disapprovingly. You are certain this piece is government-owned, for you could never imagine anyone buying such a monstrosity for personal use. It is not locked, so you pull it open and find spare uniforms, an umbrella, boots, and an oilcloth coat. There are two drawers below, and you go through them carefully. **Pick a number and add your Observation bonus:**

- If 2-7, **turn to 358.**
- If 8-12, **turn to 122.**

482

While the RSM does not fit Holmes' description, you believe that very little occurs at The Keep without the Sergeant Major's knowledge. Indeed, it is quite conceivable he is the spider at the center of this web of intrigue, controlling even his superior officers. Deciding to have a closer look, you thank Holmes and catch a train to Kingston. **Turn to 307.**



483

You steel yourself to hear the snap of the device, hoping the trigger you spotted is nothing more dangerous than a simple telltale. An alarm would be disastrous now! You move the box, hearing a faint snap of the telltale springing into place, and breathe a sigh of relief. Perhaps by the time Major Dillon sees the indications you have been here, you will have enough evidence to call in the police. **Check Result VI. Turn to 516.**



484

You reach inside the desk drawer and pull out the stationery box. Carefully, you open it and look inside. You let out your breath in a long sigh of disappointment, unaware you had been holding it in. It is only a box of stationery. Curious, you pick up a sheet of the paper, leaving the notecards undisturbed. There is an interesting symbol embossed at the top of the sheet. It depicts a crown and sceptre borne up on a shield emblazoned with a lion rampant. To the right, in small gothic script are the letters, "CV". In addition to the letter-sized sheets, there are notecards and small blank calling cards, all with the strange crest. *Check Clue Q. Pick a number:*

- If 2-7, turn to 424.
- If 8-12, turn to 322.

485

You follow Dr. Watson into the house and, helping Mores upstairs, settle him in a comfortable chair while your cousin bustles about fixing a pot of tea.

"Now then," Dr. Watson declares, "I have left a note for Mrs. Hudson to prepare a hearty breakfast when she returns. But in the meantime, I shall examine your companion's injuries and then your own, my boy."

"Really, Doctor," Mores demurs, "I have no need of your ministrations just now. There was no lasting damage done, and all I truly need is rest. The tea, a good breakfast, and a sound sleep will restore my health, thanks to Lieutenant Watson."

Dr. Watson gives him a sharp look, then shrugs and settles himself in a chair opposite yours and asks how you came by your injuries. You begin to tell the tale, finding it more and more fantastic as you speak. As you relate your capture and subsequent escape, you find yourself questioning the chain of events which have led you here. ***Pick a number and add your Intuition bonus:***

- ***If 2-7, turn to 313.***
- ***If 8-12, turn to 260.***

486

When you pick up the pistol, you see a small telltale set into one corner of the drawer. Fortunately, you did not set it off. ***Check Result V.***

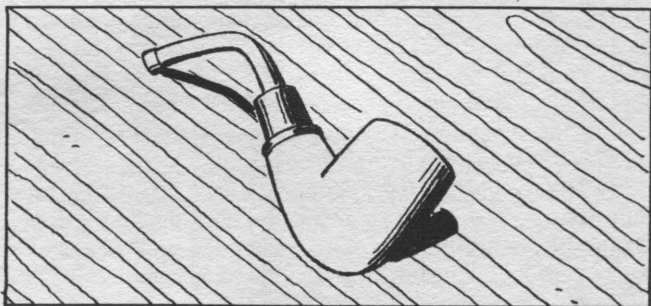
- ***If you take the pistol, turn to 150.***
- ***If you put the pistol back, turn to 361.***

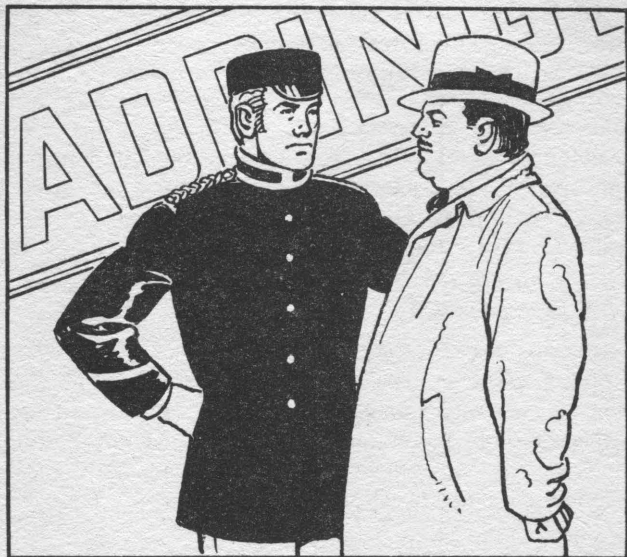
487

Waiting until most of the members have entered the hall, you walk purposefully down the stairs, going around to the bar on the far side. You enter that room and walk swiftly to the door on the opposite wall. Opening the door, you find it opens onto the meeting hall as you expected. You enter just as the meeting is about to begin. ***Turn to 243.***

488

Chief Inspector Maxwell Stern hardly shows the anger he must be feeling as he turns to the constable behind him,





“Arrest this man,” he says and then turns back to you. “Perhaps you will find the time to write your letter from inside Newgate Prison.”

You find yourself about to be cast into jail where you will be confined for weeks, unable to continue your investigation. You curse yourself as you realize that it will be up to Sherlock Holmes to solve the case now.

- *If you start over, turn to 308.*
- *If you would like to read the solution, turn to 430.*

489

You decide to search the desk, a massive piece of furniture. It has two pedestals with three locked drawers in each and a wider drawer in the center, also locked. It is unlikely that there will be a spare key, as since Dillon keeps one on his watch chain. You must break the lock and take your chances.

You slip the blade of your penknife under the lock and push down, hearing a click; the middle drawer opens! The lock, old as it is, no longer properly engages, and the drawer comes free before the lock snaps. There is no damage to the lock or the desk, and there will be no visible sign of forced entry. You open the center drawer and find a key inside: will it open the drawers in the pedestals? Yes! Quickly, you search through them. Nothing! ***Pick a number and add your Observation bonus:***

- *If 2-5, turn to 375.*
- *If 6-12, turn to 478.*

490

You hear voices ahead, snatches of hurried conversation. You slow to a walk and begin to move carefully toward them. You get as close as you can without revealing yourself, trying to get a good look at them in the light of the lantern. ***Pick a number and add your Observation bonus:***

- *If 2-6, turn to 512.*
- *If 7-12, turn to 505.*

491

You thought there must be something in the file cupboard, but this time, you will be disappointed. Now you must decide whether to make another search. The longer you stay here, the darker it will get, forcing you to use a light, and the more dangerous it will become. Should you risk another search?

- *If you leave, turn to 284.*
- *If you make another search, pick a number but subtract 1 for each search you have made (You may search the same item more than once.):*

- *If 2-4, turn to 228.*
- *If 5-12, turn to 463.*

492

Somehow you manage to convince the Provost Marshal that you are not lying, even though you are. He tells you that he will take responsibility for explaining the situation to the Colonel, and you are free to go. ***Turn to 523.***

493

Your investigation ends in partial success. With the evidence you have uncovered to date, Sherlock Holmes will swiftly solve the case. The plot against the realm will fail, but there is not enough evidence to try the plotters. The murderer, Dillon, is dead, but the reasons for Jonathan's death will never become widely known. At the very least you can write to Jonathan's father and tell him his son died honorably, refusing to betray his country.

- *If you begin the case anew, turn to 308.*
- *If you only want to read the solution, turn to 430.*

494

You wait several minutes, then follow Dillon into the bar. Pushing through the crowd, you find a small table against the far wall where you can see him. The major stands at the bar by himself, as if no one dares to be seen with him. He tosses down a whiskey, the strain beginning to show on his face. Finally, he straightens and, turning around very deliberately, navigates his way to the door. **Turn to 338.**

495

For a moment you are too stunned to think. You have killed a man. True, you did not intend to kill him though he certainly sought your life. You have never killed before. Even the faded scar on your cheek from years before could have been avoided, had you shot the man instead of attempting to capture him. Dr. Watson tells you he will take it upon himself to deal with the police, but you barely hear him.



It is Dr. Watson who suggests you search the body for clues. The search yields no weapons, but you do find a piece of paper folded into quarters in his coat pocket. Unfolding it, you discover it is a message written on stationery used by the Council of Five. It appears to be in some sort of code as the words are all five letters long and make no sense.

You have had some experience with codes during your service and think the cipher used may be one familiar to you. You take the paper over to Holmes' desk and set to work. **Pick a number and add your Scholarship bonus:**

- If 2-6, turn to 111.
- If 7-12, turn to 108.

496

You are convinced that there is little to be gained by continuing here. You must find a way to get to the center of this maze and are beginning to be convinced that path lies through the very heart of the Leonidas Club. You decide to leave the building and take the next train to London. **Turn to 174.**

497

You believe that the evidence you possess is enough to convince the police to widen the scope of their investigation. You ask for Mr. Athelney Jones, the detective assigned to head the investigation. At first, he is somewhat reluctant to believe you, but you win him over. He decides to inform his superior, Chief Inspector Maxwell Stern, and asks you to wait. **Turn to 158.**

498

As you leave the room, you wonder what it was about the conversation you had with Major Dillon that disturbs you. You are certain he knew something about the ticket stub, something he kept to himself. You are also certain that the sight of the ticket stub startled him. Could he be lying? You can hardly accuse a superior officer of dissembling without good reason. Still, you will bear it in mind. **Check Clue E . Turn to 340.**

499

You shift the box just a little to get a better look at the telltale trigger. Unfortunately, you cannot see it well enough to determine how to disarm it. If you proceed, the telltale may snap into its closed position, and you very much doubt there will be any way to reset it without marring the drawer and warn Major Dillon.

- *If you proceed to examine the box anyway, turn to 483.*
- *If you proceed to examine the pistol anyway, turn to 469.*
- *If you decide not to touch the drawer, turn to 229.*

500

"Mr. O'Grady," you say, again risking his ire, "while I understand your people have severe problems, I have only a short time to deal with my own. I find myself believing you, but I need something more than your word that you were not responsible for the bombing, evidence that might convince the police." **Pick a number** and add your *Communication bonus*:

- *If 2-6, turn to 439.*
- *If 7-12, turn to 503.*

501

You will be setting off for the council meeting with a pistol and police whistle provided by Jones. In addition, you know that the club will be surrounded by concealed constables at the ready.

At the appointed hour, you and Major Dillon take a hansom to the Leonidas Club. There is always the possibility you will be recognized by someone you know, but you must take that chance if you are to solve this crime and bring all the villains to justice. Accompanied as you are by Major Dillon, you should at least have no problems with the club steward.



You time your arrival to occur shortly before the scheduled meeting. When you arrive, there are members streaming in and the staff, busy as they are, will have little time to devote individual attention to any one person. Together, you and Dillon approach the door. *Pick a number and add your Artifice bonus:*

- *If 2-4, turn to 186.*
- *If 5-12, turn to 183.*

502

It is now time for some quick decisions.

- *If you take one of the calling cards and leave, turn to 472.*
- *If you put the stationery box back the way it was and leave, turn to 518.*

503

The leader of the terrorists stiffens, then relaxes once more. "You are persistent," he laughs. "You may very well penetrate this labyrinth, and that can only serve to advance my cause.

"Well then, I believe I can give you the proof you seek," he continues. "You see, Gladys O'Keefe was one of our own. Not a leader, mind you, but one who had given good and faithful service over the years. It was her job to watch the night trains at Paddington, watching who and what they carried, and even occasionally arranging a quick escape for members of our band pursued by the police.

"She was on her station Wednesday night when she saw a group of men wearing dark greatcoats decamp from a late train. They carried the body of a man, a young man, clothed in a bright uniform, his chest stained with blood. They propped him on a bench and went to work constructing a device she could not see.

"She had to scurry out at one point to prevent discovery and used the opportunity to report the occurrence to her superior before returning. The rest you know."

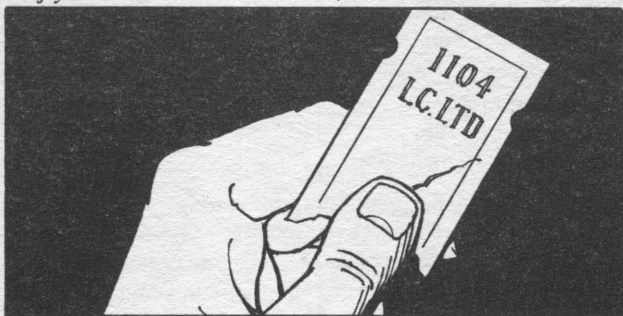
"Was she able to describe any of them?" you ask.

"They wore masks, I am afraid," O'Grady says and then, touching his own, "It must be the season for them."

"Was there anything else?" you persist.

"As a matter of fact, yes. She reported one of the men addressed the leader of the group as 'Major'." *Check Clue H.*

- *If you continue the investigation on your own, turn to 425.*
- *If you visit the police, Check Decision 6 and turn to 390.*
- *If you visit Sherlock Holmes, turn to 404.*



504

You decide to question Major Stephen Dillon, the regimental adjutant. Major Dillon would know if Jonathan had been invited to attend an official function, which might explain why he wore his mess uniform. The Major's office is in the regimental headquarters at the back of the building, across from Colonel Sterling's. Passing through the small antechamber where the Major's clerks sit, you enter his office. Dillon is hard at work at his desk, and you must wait until he acknowledges your presence. Finally, Dillon looks up.

"Yes, yes, what is it, Watson?" he asks distractedly.

"Sorry to disturb you, sir," you begin, "it is about Lieutenant Wheeler."

"What about him?" Dillon asks, favoring you with his full attention.

"Well, I found this in his cloak," you show him the ticket stub. "I thought it might explain why he wore his mess uniform last night. Do you know of any official function he might have attended?"

"No, I do not," he states emphatically. "I am hardly responsible for Lieutenant Wheeler's off duty hours, Watson. I am afraid I can shed no light on the matter." He begins to shuffle the papers on his desk and then looks up, as if surprised to see you still there. "Was there something else?" he asks.

"No, sir," you reply, taking the cue and turning to leave.

"Watson," Dillon calls as you walk toward the door. You turn back to face him. "Shut the door behind you, will you?"

Pick a number and add your Intuition bonus:

- ***If 2-7, turn to 327.***
- ***If 8-12, turn to 498.***

505

How very appropriate, you think. And once or twice you even wondered why he was not a member here. "Stop right there, Colonel Sterling, if you please," you command, leveling your pistol. "And you other gentlemen, stand easy. You have an appointment with Scotland Yard, and I do not believe it will be in your office, Chief Inspector Stern." ***Turn to 506.***

506

You hold the leaders of the plotters until Athelney Jones arrives, out of breath and just a little miffed that you made the capture. As he looks at the unmasked prisoners, his eyes nearly bulge from his head. He looks over to you, as if to confirm what he sees. You nod with grim satisfaction, looking forward to your next meeting with Sherlock Holmes. ***Turn to 430.***

507

The RSM's attitude bothers you a little, but you cannot put your finger on just what he told that rings false. ***Turn to 340.***

508

You thought there must be something in the file cupboard but this time, at least, you will be disappointed. Now you have to decide whether to make another search. The longer you stay here, the darker it will get, forcing you to use a light, and the more dangerous it will become. Should you risk another search?

- *If you leave, turn to 284.*
- *If you make another search, pick a number but subtract 1 for each search you have made (you may search the same item more than once):*
 - *If 2-4, turn to 228.*
 - *If 5-12, turn to 463.*

509

You enter the clerk's antechamber between the hall and Major Dillon's office. Walking quietly across the small room, you try the door to Dillon's office but find it locked. Thinking furiously, you reason that Dillon, foggy as he must be early in the morning, undoubtedly forgets his key from time to time. Therefore, there must be a spare key in the outer office. The clerks would hide it where it would be within easy reach, because Dillon has a tendency to be surly when he has made a mistake.

You sit down at the clerk's desk and look about. You lift the deskpad, but find nothing. The flowerpot on the corner of the desk proves fruitless, as does a quick search of the desk drawer. Then you notice a small, crossed flags display on the bookcase behind the desk. You pick it up. Yes! As you suspected, it is hollow, and underneath it lies the key. Taking the key, you get up from the desk and unlock the door.



Dillon's office is small and bare. There are only four items of furniture in it. An enormous desk, a wardrobe for clothing, a bookcase with a small double-doored compartment, and a small file cupboard. The light is fading rapidly; you only have time to search one item before you will have to light a candle. There are no genuine drapes, only decorative ones on either side of the window; lighting even a small candle will increase your chances of drawing the attention of the sentries.

- *If you search the desk, turn to 489.*
- *If you search the wardrobe, turn to 481.*
- *If you search the bookcase, turn to 341.*
- *If you search the file cupboard, turn to 475.*

510

You thought there must be something in the bookcase but this time, at least, you will be disappointed. Now you must decide whether to make another search. The longer you stay here, the darker it will get, forcing you to use a light, and the more dangerous it will become. Should you risk another search?

- *If you leave, turn to 284.*
- *If you make another search, pick a number but subtract 1 for each search you have made (you may search the same item more than once):*
 - *If 2-4, turn to 228.*
 - *If 5-12, turn to 463.*

511

"Lieutenant Mores," you say. "It occurs to me that I have not properly introduced you to my cousin. Dr. Watson, may I present Lieutenant Neville Mores, Royal Navy."

"Really!" Dr. Watson says with interest. "Always admired the Royal Navy. What ship, Lieutenant?"

"HMS Defiance," Mores answers.

"Lieutenant Mores," you reply, with a sinking feeling in the pit of your stomach. "I am quite certain you told me that your ship was the HMS Defiant." *Turn to 118.*

512

"Stand where you are, gentlemen," you command. Then you freeze in momentary shock at what you see. How very appropriate, you think. Once or twice you even wondered why he was not a member of the Leonidas Club. "Stop right there, Colonel Sterling, if you please," you command, leveling your pistol. "And you other gentlemen, stand easy. You have an appointment with Scotland Yard, and I do not believe it will be in your office, Chief Inspector Stern." *Turn to 506.*

513

Colonel Sterling's attitude irritates you. He has just lost a young officer under his command and does not appear to be at all concerned. Is it just another example of the contempt in which he holds his subordinates? *Turn to 340.*

514

"Impossible!" cries Watson, reaching for his revolver. *Turn to 626.*

515

"That's it!" cries Holmes, jumping to his feet. *Turn to 611.*

516

You reach inside the desk drawer and pull out the stationery box. Carefully, you open it and look inside. You let out your breath in a long sigh of disappointment, unaware you had been holding it in. It is only a box of stationery. Curious, you pick up a sheet of the paper, leaving the notecards undisturbed. There is an interesting symbol embossed at the top of the sheet. It depicts a crown and sceptre borne up on a shield emblazoned with a lion rampant. To the right, in small gothic script are the letters, "CV". In addition to the letter-sized sheets, there are notecards and small blank calling cards, all with the strange crest.

As you pick up the calling cards, the bottom one falls to the desk in front of you. It has Major Dillon's name on it. *Check Clue Q.*

- *If you believe the stationery is central to solving the case, turn to 172.*
- *If you believe the stationery is unimportant, turn to 400.*

517

You move through the damage, starting every time you hear a noise and trying to keep your concentration focused on your examination of the area. *Pick a number and add your Observation bonus:*

- *If 2-5, turn to 250.*
- *If 6-12, turn to 218.*

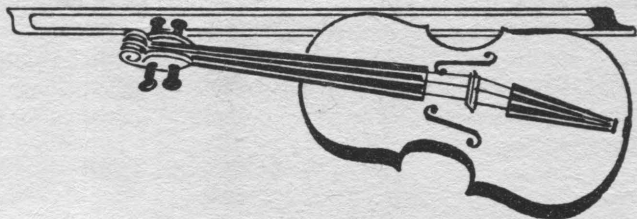
518

You feel that there is nothing more to be gained by searching here. You must decide what to do next.

- *If you have not checked Decision 10, you may search Major Dillon's house. Check Result IV and turn to 132.*
- *If you investigate the Leonidas Club, turn to 401.*

519

You find yourself in one of the furnished rooms the club provides for its members when in London. There does not appear to be anyone staying here at present. You cross to the door and open it a crack. There is no one in the hall, and you walk silently to the stairway. As you look over the railing and down onto the next floor, something hard crashes into the back of your head and blackness fills your mind. *Turn to 115.*



You find a hansom to drive you to Scotland Yard and, as the cab bumps along over the cobblestones, you consider your next move. It will be tricky to convince the police that you are both serious and sane. You are not overly impressed with any of the detectives with whom you have dealt. According to Sherlock Holmes, Athelney Jones is a pompous condescending braggart, and Chief Inspector Maxwell Stern is even worse (for all his urbane manners). You decide you will choose Jones, as he is the lesser of two evils.

The cab pulls up in front of Scotland Yard, and you jump out and hurriedly make your way up to Jones' office. You find the door locked and a passing constable informs you that Jones has not yet arrived. You are at the point of deciding what to do next when Chief Inspector Stern rounds the corner and sees you. *Turn to 325.*

The barkeep responds to your overtures and seems willing enough to answer your questions. From time to time, he walks along the bar, filling orders and talking to customers. Finally, you manage to steer the topic of conversation to the subject of the Dynamiters and ask him if he knows any of the terrorists himself. He looks around theatrically, then leans slowly across the bar to whisper to you. "And what would you be wantin' to know for?" he asks. The bar becomes very still.

"Because I would like to talk with a representative of the Irish faction," you reply, knowing that you have irrevocably committed yourself.

"Well, just speak up then," he replies with a sneer. "They're all around ye." You look up and find the bar is no longer crowded. Many of the customers have drifted away, replaced by big, mean-looking roughs who do not appear to be well-disposed toward you. The barkeep was apparently doing more than taking orders. He has cleared the bar of noncombatants. The only customers left are members of the gang, and they have you trapped!

"I did not come here to address the membership," you say with as much dignity as you can muster. "I wish to speak with a leader."

"Too good to talk with the likes of us, is that it, sir?" the barkeep demands sarcastically, no trace of friendliness left in his voice.

"That is correct," you say, standing your ground.

"Then follow me," he replies, lifting up a section of the bar. He walks over to the door that down into the winecellar and, opening it, motions you through. You make your way carefully down the darkened winding staircase, your eyes slowly adjusting to the dim light. Against one wall you see a beer keg turned on its end. A single candle sputters fitfully on its keg top, brightening the gloom but not banishing it entirely. In a chair on the far side of the candle sits a man, masked and robed.

"Over here." The man's voice is cultured and pleasant. He speaks with an Oxford accent and stands as you approach. "I will not offer to shake your hand. We both know it would be an empty gesture. Just as I do not offer my hand, I do not offer my name. However, you may call me Sean O'Grady, if you like. I have used it on occasion."

You sit down uneasily. "I assume not telling me who you are increases my prospects of emerging from this meeting alive."

"That is correct," the silken voice replies, "if I am satisfied in other respects. Now tell me why you have come."

You abandon your pose and tell the man of your doubts about the bombing. You do not mention any of your other suspicions.

"And have you been to the police with this information?"

"I have," you reply.

"And what was their reaction?"

"They refused to believe me," you admit.

"I thought as much," he sighs. "It would be pointless for us to deny it. We shall get the blame anyway. We may as well accept the credit."

"Mr. O'Grady, do I understand you to say you did not bomb the station?"

"That is correct. We did not do it."

"Is it possible that another faction of your group did?" you persist.

"I have made inquiries," he replies, "and I believe not."

"Mr. O'Grady," you begin, finding yourself unable to resist asking a question that has been bothering you. "You seem to be a reasonable and educated man. Why is it you and the other members of your band persist in these wanton attacks?"

Immediately, you feel you have overstepped yourself. The man you know as Sean O'Grady stiffens; his eyes bore into yours with such anger as you have never seen. You remind yourself that you are dealing with a leader of the most vicious terrorist band in the land. His manner may be civilized but in his breast beats a murderous heart. After a long moment, he relaxes and leans back in his chair.

"I think it is ignorance rather than arrogance," he says softly to himself. "And English ignorance is what I am about. Tell me, have you ever been to Ireland?"

"I have not," you reply. "I was born and raised in India and have only been in England a year. My understanding of Ireland's problems is thin at best. I have heard it is very beautiful, however."

"Ireland's beauty is not the issue," O'Grady answers with a hint of exasperation. "It is the people of Ireland I want you to know. Do you believe in slavery?"

"Of course not," you reply indignantly. "No civilized man does. It is illegal nearly everywhere."

"Yet in Ireland, many of my people are bought and sold with the land, just as in medieval times. They are owned just as surely as any slave by absentee landlords who live in a foreign land. They are kept in grinding poverty by a church to which they do not belong. Is it any wonder we wish to be free of you?"

"What! Surely, you are exaggerating," you reply. "England is not a foreign land. Ireland is a part of the United Kingdom, after all."

"There speaks the conqueror," he replies grimly. "You would see it differently, had Ireland her foot on your English throat." You realize that you have allowed the conversation to drift from the central issue. *Check Clue F.*

- *If you allow the terrorist leader to continue, check Decision 4 and turn to 380.*
- *If you demand proof that the Dynamiters were not involved in the bombing, check Decision 5 and turn to 500.*

522

You return to your room and wait, knowing that if you were recognized, any attempt to run would be pointless. It would only cast the worst possible light on your activities. So you wait. After nearly an hour, you seem to be safe. Now you have another decision to make. What should you do next?

- *If you try to get back into the building, turn to 282.*
- *If you have not checked Decision 10, you may search Major Dillon's house. Check Result IV and turn to 376.*
- *If you visit the Leonidas Club, turn to 283.*

523

You marvel at your luck, though you are also somewhat disturbed at how easily you lie. On the negative side, you know that you will be unable to pursue the investigation here, at least for tonight. But there remains the Leonidas Club! You hurry for the train station, trying to ignore the pounding of your injured head. *Turn to 174.*

524

The Colonel relaxes after hearing your explanation. "Thought it must be something like that. Still, Watson, strictly against the rules. Get permission next time or it will go hard with you at your next fitness report." *Turn to 373.*

525

Your aim is true. Your shot catches him high in the shoulder, sending his pistol flying across the chamber, and throwing him to the rock floor. You walk over and retrieve the pistol and settle down to wait for Athelney Jones. *Turn to 422.*

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